

ADVANCE

GAME BOY

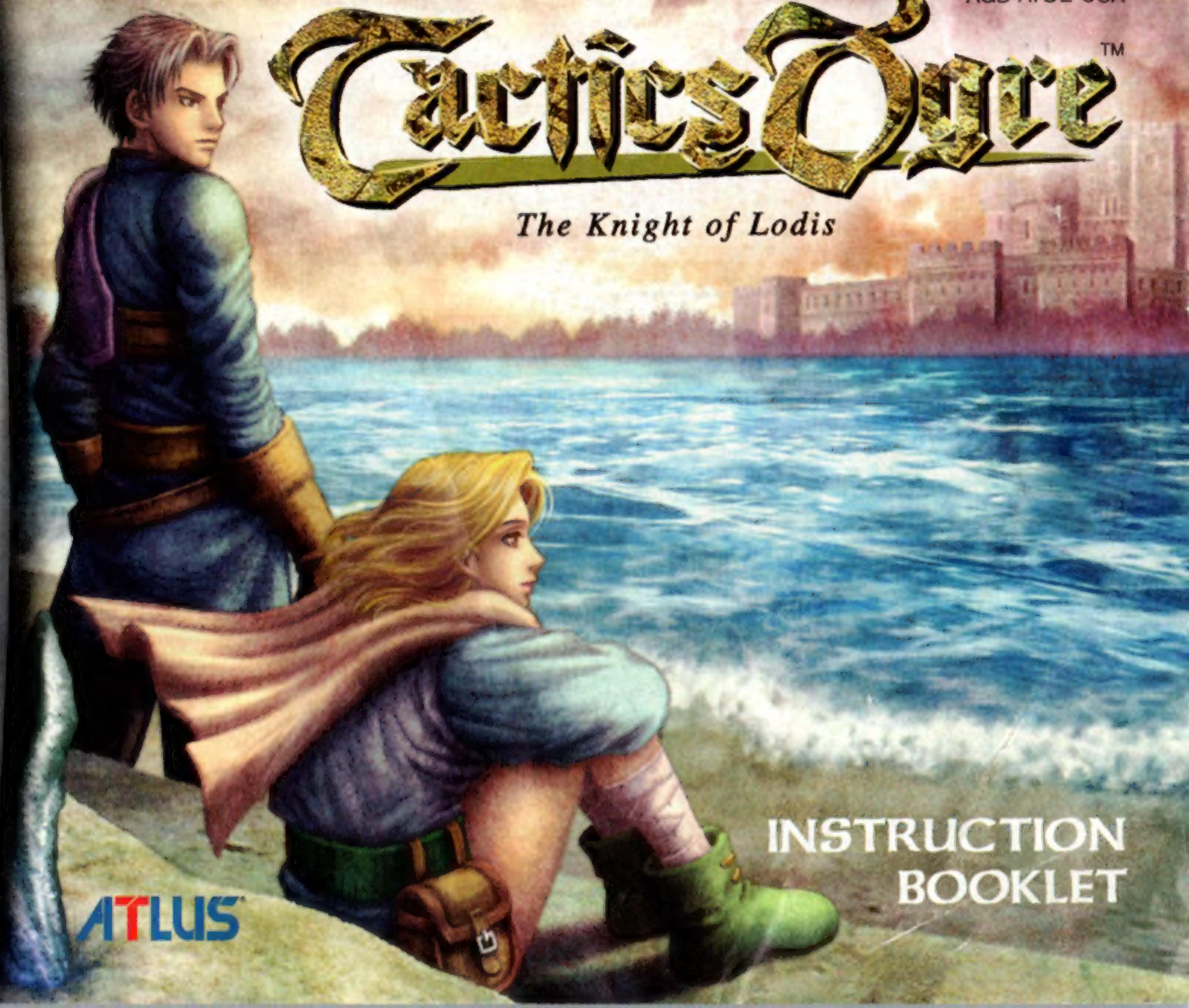
ATLUS

AGB-ATOE-USA

TM

# Castlevania™

*The Knight of Lodis*



INSTRUCTION  
BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

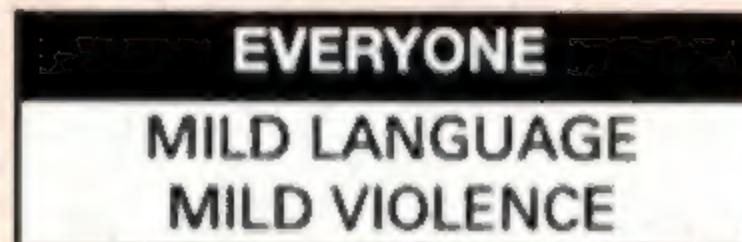
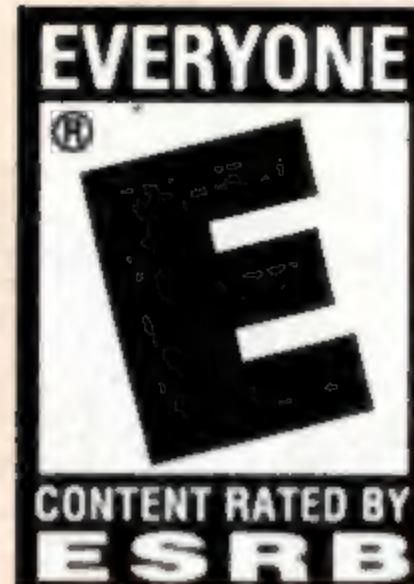


## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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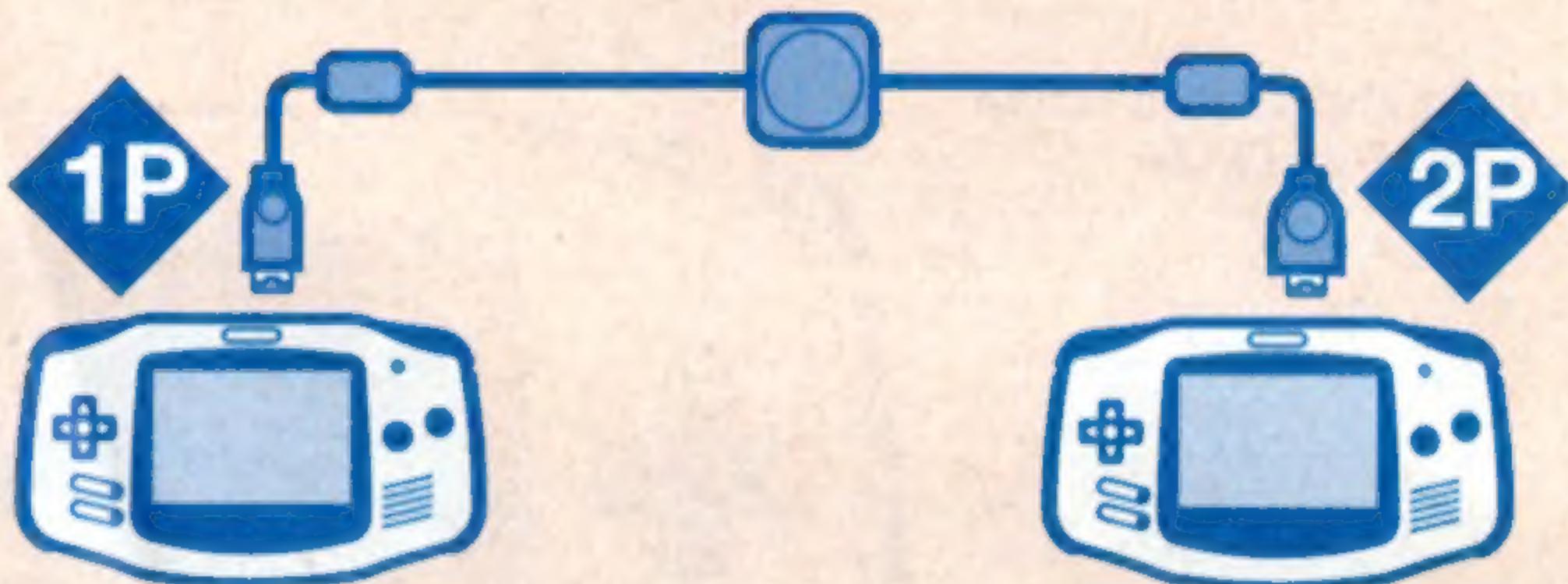
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# CONNECTING SYSTEMS

Here is how to connect two Game Boy® Advance systems using the Game Boy® Advance Game Link® Cable.

## What you need:

Game Boy® Advance .....	2
"Tactics Ogre" Game Pak .....	2
Game Link® Cable for Game Boy® Advance .....	1



## How to connect:

1. Make sure the POWER switches of both Game Boy® Advance systems are turned OFF. Then, insert a Game Pak into each system.
2. Connect the Game Boy® Advance Game Link® Cable to the socket on each system.
3. Turn the POWER switch to ON for both systems.
4. Refer to page 60 for further instructions.

\*Player 1 is the system connected with the smaller plug. (See above)

NOTE: The game may not function correctly in the following cases:

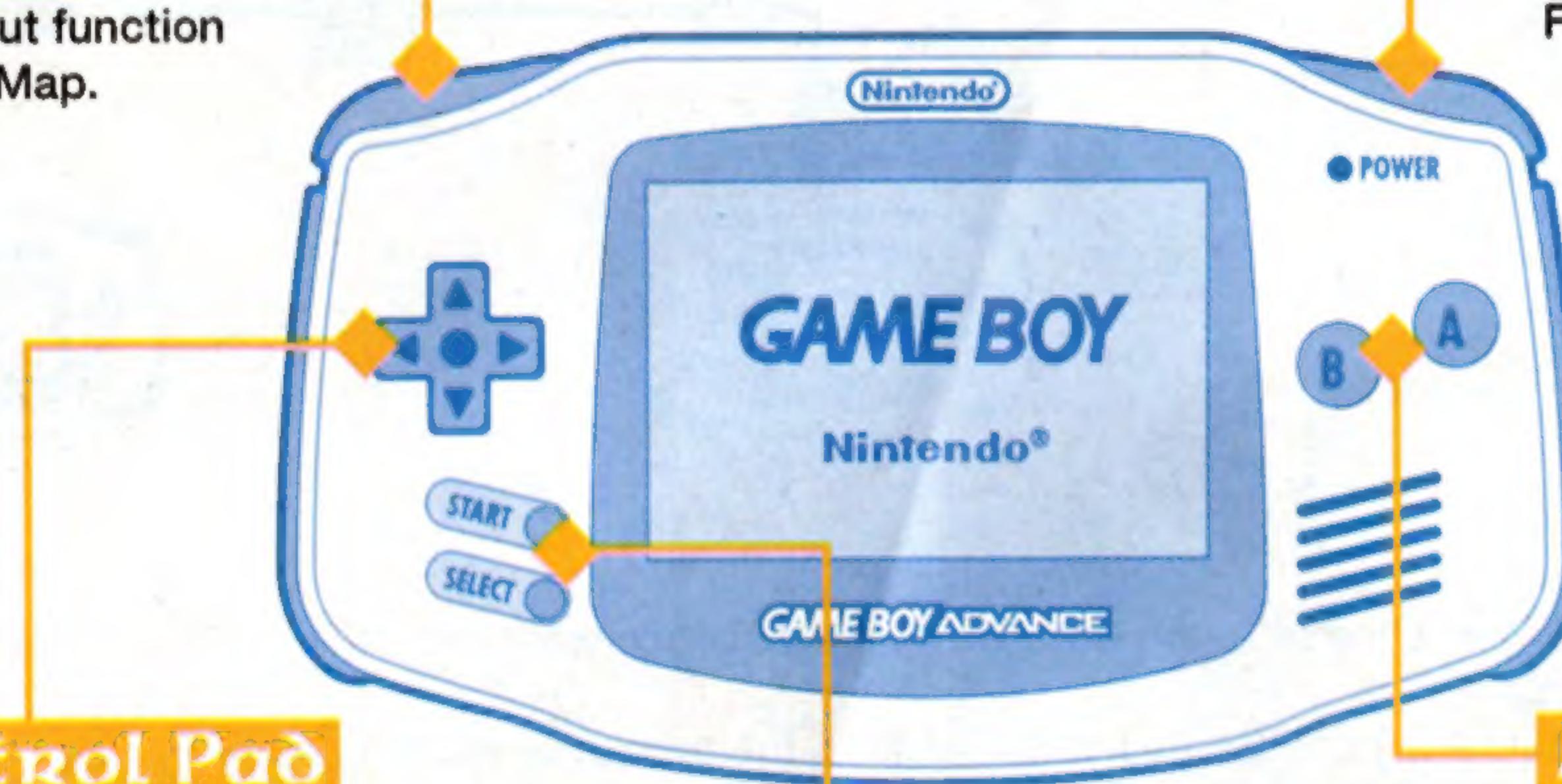
- \* When a cable other than an official Game Boy® Advance Game Link® Cable is being used.
- \* When the cable is not connected firmly into the sockets.
- \* When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a vs. game.
- \* When the Game Boy® Advance Game Link® Cable is connected to the Junction Box.
- \* When more than 3 Game Boy® Advance systems are connected.

# USING THE CONTROLLER

Listed below are the controller buttons and their functions. In "Tactics Ogre," the R Button is used to display the basic commands.

## L Button

Use a shortcut function on the Field Map.



## + Control Pad

Select items and commands, or position your characters and troops.

## START/SELECT

START is used to suspend the game or display the status of a character.

SELECT is used to display the Help Messages.

## R Button

From any screen, display the Command Menu to give orders to your troops.

## A/B Buttons

The A Button is used to scroll messages and confirm selections.

The B Button is used to cancel.

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## Game Objective

Under the watchful eye of the Holy Lodis Empire, strange things are happening on the island of Ovis. Powerful forces have been set in motion, but their motives are masked by political intrigue. It is your mission to investigate these occurrences and discover their true intentions. The ending of the game will depend on the actions that the main character, Alphonse, takes. You will make many revelations as you proceed, but you must survive the unrelenting battles and cultivate your characters' abilities to unveil the ultimate truth.



# BACKGROUND STORY

The island of Ovis, located to the west of the continent of Galicia, has been under the rule of the Holy Lodus Empire for the last 15 years, and its inhabitants have been forced to convert to Lodusism. Although the southern region, Anser, initially resisted subjugation, today it flourishes because of trade with the mainland, and the lives of its people have been enriched. Rananculus, the northern region of Ovis which is surrounded by mountains and forests, accepted the conversion without putting up a fight. At present, inhabitable land is scarce and now only a few aristocrats and civilians live there. Alphonse, the main character of the story and a member of the Order of the Sacred Flame of Felis, visits this region to investigate an unusual occurrence. His life will forever be changed from his encounters with the people there.



# STARTING AND ENDING A GAME

Insert the Game Pak in the Game Boy® Advance and turn the POWER switch to the ON position. The title screen will appear. Press START or the A Button and the menu options below will be displayed. The default setting for Navigational Messages is ON. These messages will guide you through the basics of gameplay.

## ◆ New Game ◆

Select this mode if you want to start a new game from the beginning of the story. After the opening screen, enter a name and birthday for the main character. The default name for the main character is Alphonse.

## ◆ Continue ◆

If you want to load previously saved data, select "Continue". From the Field Map, you will be permitted to save suspended data using one memory slot, and stage data using up to three slots.

## ◆ Quest Mode ◆

Different modes are available for play using the data that you have saved from the central adventure. You may explore the different scenarios, or battle an opponent and exchange items using the Game Boy® Advance Game Link® Cable. Please refer to page 4 on how to connect the Game Link® Cable and pages 62-63 for details on each mode.

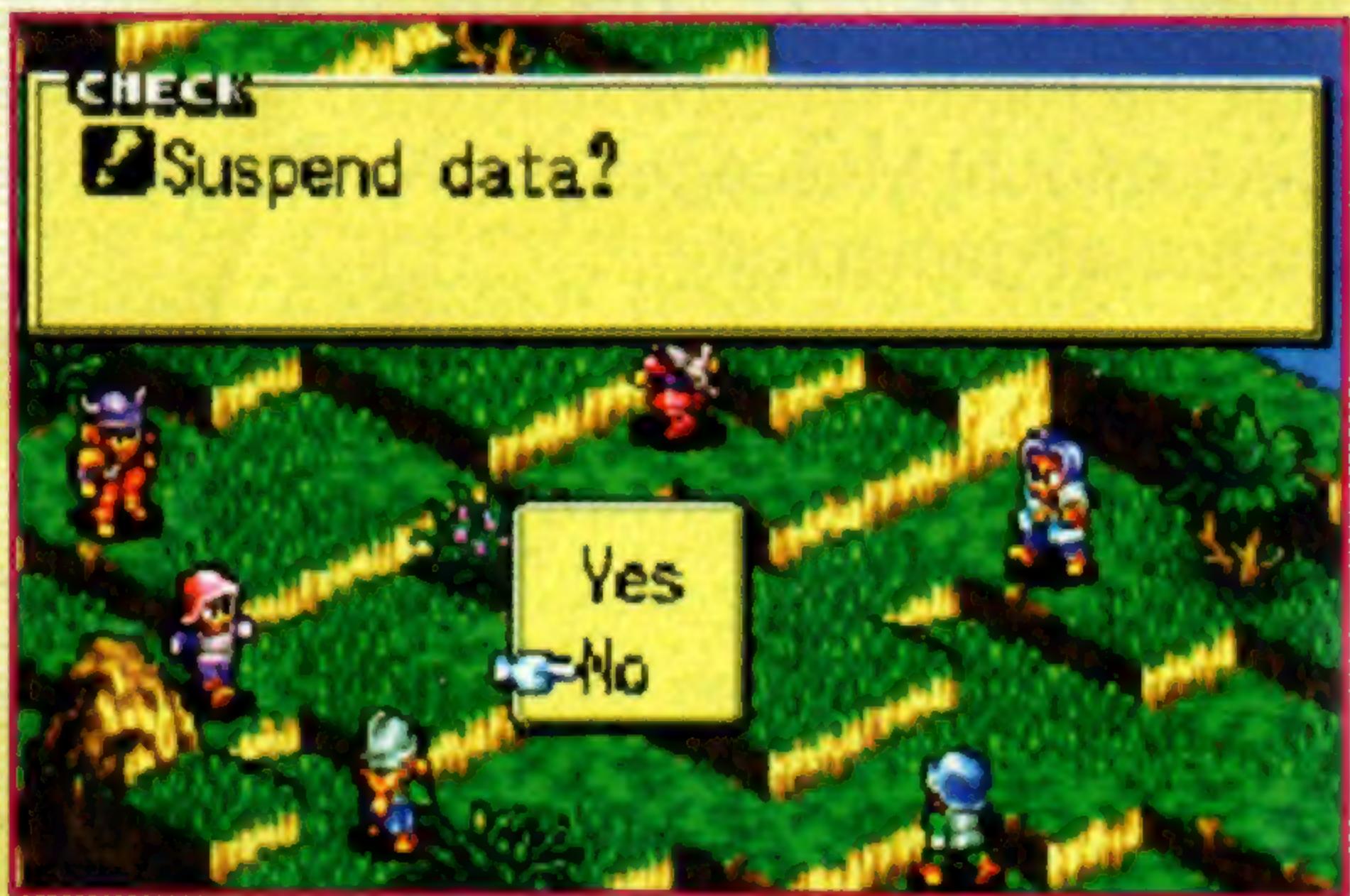
## ◆ Sound Options ◆

If desired, you can mute both the music and sound effects of "Tactics Ogre." The default setting is ON, but if you select OFF, then you will not hear any sound regardless of the volume of the Game Boy® Advance system.

# ENDING AND RESTARTING GAMES

You may save a record of your progress in the main game from the World Map. First select “System,” and then choose “Save.” You can continue playing the game or restart using different saved data by selecting “Load.”

Also, on the Field Map, you can suspend the game during your turn in battle by pressing START. The game will be saved as suspended data.



## ◆Soft Reset and Online Help◆

If you press SELECT in various situations in the game, the Online Help icon will appear. You can use this feature to learn about the status of a character, the name of a location, or how to use an item. After the “?” mark appears on the screen, move it using the + Control Pad to the character or item you would like to know more about. Press the A Button to confirm. Simultaneously press SELECT, START, and the A and B Buttons to reset the game from any screen.

# THE FLOW OF THE GAME

“Tactics Ogre” is a simulation RPG where the player fights battles in a multi-leveled 3D field. The main character leads his comrades as they proceed on the World Map. When the troops encounter the enemy, the screen changes to the Field Map, and a battle begins. After fulfilling the Winning Condition(s) for each scenario, you can return to the World Map to proceed with the game. The game ends if you fulfill the Losing Condition(s), such as when the main character dies. If this happens, you’ll have to restart from a previously saved point.

In order to check the status of your troops, you can view the Organize Screen from both maps. While in battle, you can only view your current arrangement, but in other situations you can prepare for battle by equipping items and spellbooks, or changing character classes. Please refer to page 28 for more details.

## WORLD MAP



## FIELD MAP



## ORGANIZE SCREEN



# EVENTS

While in route to destinations on the World Map, or before/after battles on the Field Map, event scenes may occur. Usually you can gain clues as to what to do next, so read messages carefully. You will sometimes be asked to make decisions. Since your choices can determine the course of the story, consider wisely. Also, when your characters are moving on the World Map, there is a possibility that bandits and monsters may attack them unexpectedly. Be sure that they are properly equipped to withstand these assaults.



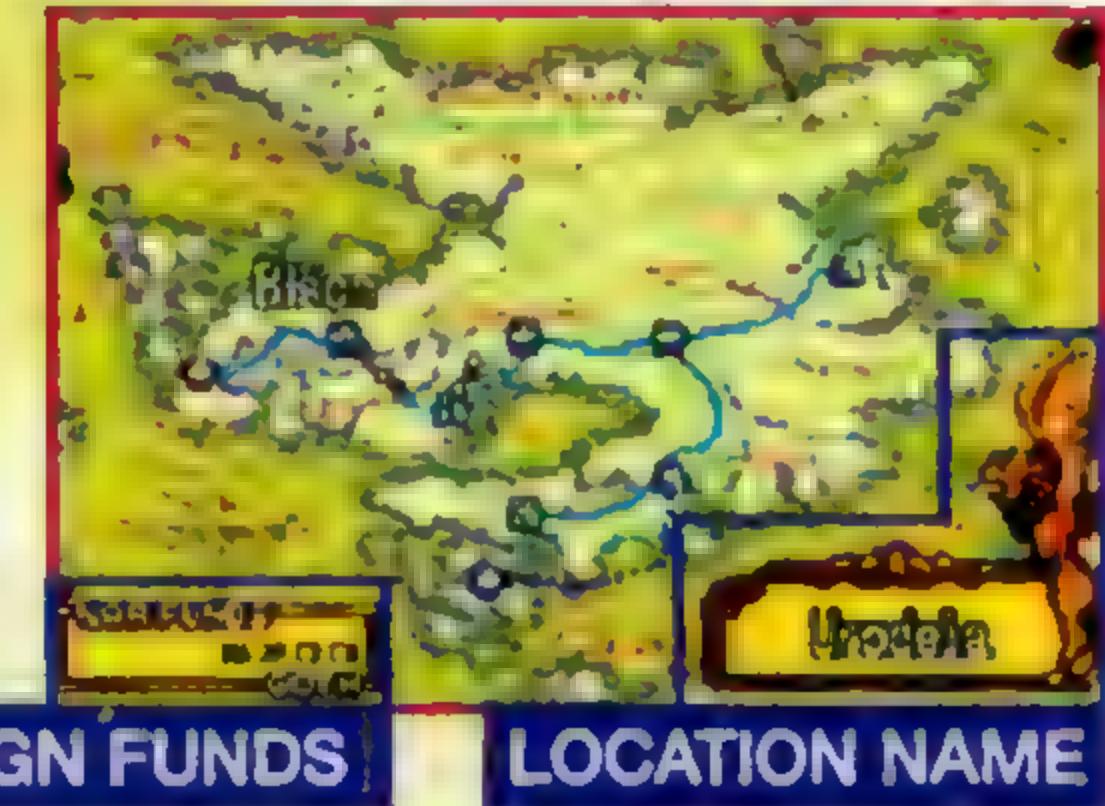
# WORLD MAP

## ORGANIZING YOUR TROOPS BEFORE BATTLE

The World Map displays locations in and around towns, as well as the land and sea routes that connect these locations. Your troops are stationed at the flag-marked position.

There are shops where you can buy and sell items and spellbooks, and employ comrades. Since bandits and monsters often attack, please remember to organize your troops before traveling. If a battle starts and “FIGHT IT OUT” is displayed, then the event is a predetermined encounter and not a random one. Time will resume once the battle has ended. Ordinarily, the number of places you will be able to visit on the World Map will gradually increase. However, since a random encounter is a surprise attack, no matter how many times you fight this type of battle, neither the time nor story will proceed.

Your troops’ campaign funds are displayed on the bottom left of the screen, and the area where you are currently stationed is at the bottom right. Don’t spend your campaign funds foolishly, since you’ll need money to pay for items at shops. The currency used in this game is called Goth.



# SELECTING A DESTINATION

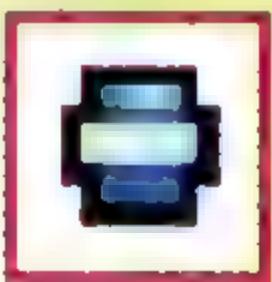
Your troops can be moved to any location along the open path. Usually, the area marked in red is your next destination. Move the sword-like cursor to the location where you want to go and confirm with the A Button. There are times when multiple destinations are shown on the screen. In this case, select the pinned location for the shortest route to advance the story.

If you want to strengthen your troops, don't be hasty. You can train or gain fighting experience by going back and forth between local villages and battling with bandits. It is recommended that you save your data before traveling because you cannot avoid a fight once you have encountered enemies.



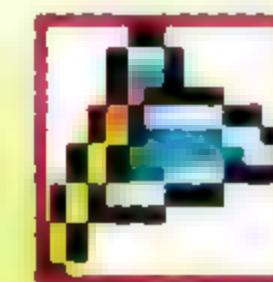
## Town

Shops Accessible,  
No Surprise Attacks



## Local Village

No Shops, Vulnerable to  
Surprise Attacks



## Current Location



## Pink Pin

# USING THE R BUTTON TO VIEW THE COMMAND MENU

On the World Map, you can view the Command Menu by pressing the R Button. There are many commands available to help you continue to win battles on the Field Map. However, some commands will not be displayed in certain situations.

# Organizing Your Troops

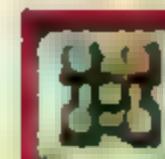
Open the Organize Screen. From this screen, you may equip items or spellbooks and change characters' classes. More details are available in "Character Information" on page 28.

## Training

### Organize Team A

-  Create Team B
-  Organize
-  System
-  End Training
-  Pumpkin Tip
-  Option
-  Control Setup

### Organize Team B

-  Start Game
-  Return to Team A
-  Organize
-  System
-  End Training
-  Pumpkin Tip
-  Option
-  Control Setup

To strengthen your troops, you can perform drills in places where enemies are not stationed. Use the commands shown on the previous page and divide your troops into two teams that will battle on the Field Map. Since it is only a training drill, you won't lose any troop members even though they may take damage in battle. When you select "Start Game," the training battle begins. You may end the drill at any time by selecting "End Training" from the "System" commands. It is also possible to have the computer control the actions of the troops by selecting "Com." in the "Control Setup" options.

 **Shop** 

This command is used to visit a shop. At the shop, you may buy/sell items or spellbooks and employ characters for your army. New items will become available in shops as the story progresses. Be sure to keep track of how much Goth you are spending when shopping. Items will be listed by category. Please refer to pages 36-39 for more information.

**Buy** Select this option to buy items and spellbooks. When viewing the weapon list in a shop, press START to display a weapon's attack power and the quantity of that weapon that you already own.

**Sell** Select this option to sell items and spellbooks. Items highlighted in red are in use and cannot be sold. Unequip them in the Organize Screen and then you will be able to sell them.

**Hire Comrades** Select this option to employ characters for your army.

You can choose each character's name and element. Add comrades according to your budget and level.

**Exit** Select this option to return to the World Map. You can also press the B Button.

## System

In the System Menu, options include saving data, loading data, and adjusting the cursor settings. “Pumpkin Tip,” an option that provides you with strategic advice, is also a valuable tool!

### Save

To save data between stages, use the “Save” command. To load data, select “Load.” You may save up to three data files. Once you have filled three memory blocks, you will need to overwrite an existing file to save again. You cannot load suspended data from the Field Map.

### Load

### Pumpkin Tip

Pumpkinhead will teach you briefly how to use the options available to you in the Field Map and during battle. Pay careful attention as he will also give strategic advice that will help you play the game more effectively.

### Option

This menu contains a list of commands used to adjust functions in the game such as the Navigational Messages and shortcut settings. You may wish to explore these options once you have become more familiar with the game.

### Cursor Movement

This option allows you to set the moving type for the cursor.

The default setting is “Type A,” which sets the cursor to move diagonally up and to the right when pressing ▲ on the + Control Pad.

### Cursor Speed

This option allows you to adjust the cursor speed.

Once you’ve gotten accustomed to the game, try the “Fast” setting.

### Message Speed

This option allows you to change the speed at which messages are displayed. The default setting is “Normal,” where a message is displayed progressively. However, if you would like the entire message to be displayed all at once, then select “Fast.”

**Navigational Messages** Choose whether or not Navigational Messages are displayed during gameplay. These messages will guide you through the game, but can be turned off once you've gotten accustomed to play.

**Attack Names** Select whether or not attack names are displayed during battle. If you choose not to have them displayed, only the battle scene will be shown.

**Display Effects** This option allows you to decide if descriptions of attack effects will be displayed during battle. If you want gameplay to proceed more quickly, it is recommended that you turn these descriptions off.

**Experience Points** Select whether or not the Experience Points that you've gained are displayed during battle. For faster play, it is suggested that these messages are not displayed.

**Command Names** Select whether or not command names are displayed. If you prefer a simplified setup, choose not to display them.

**Set Shortcuts A/B** You can set functions that enable you to check information about your troops during battle, such as which character will act next or which character's HP are low. Press the L and A Buttons simultaneously for shortcut A, or the L and B Buttons simultaneously for shortcut B.

**Change Equipment with Class** This option allows you to control what happens with items when a character's class is changed. The default setting is "No Change," but you can set it so that different items are equipped automatically.

**Default** This option will allow you to restore all of the above choices to their default settings.

 **Return to Title Screen**

By selecting this option, you will return to the Title Screen as with a Soft Reset. However, be careful since your data will not be saved.

# FIELD MAP

On the Field Map, an enlarged view of a location is displayed. There may be a combination of geographical features, such as grass, desert, rivers and rocks. These features create uneven landscapes. Move the cursor, which is shaped like a pointing finger, with the + Control Pad. The height of the selected panel and the effects of the 6 elements there will be shown at the top right of the screen. If a character is placed on that panel, the effects of the landscape on the character's attack and defensive power will be displayed just below the panel description. There is also a window in the lower right-hand corner where you can view a summary of the character's status. Your troops will battle against enemy troops on the Field Map. Since characters of some classes are not capable of moving to certain locations, elevation and terrain type can greatly affect battles.

After the screen changes to the Field Map, first select a troop member. You must issue commands to each character in order to defeat the enemy that you are facing. Your goal is to clear the stage using the options available in the Command Menu.



CHARACTER INFO

TERRAIN  
INFO

## Organizing Your Troops for Battle

You can select up to eight characters from your troops to dispatch to the Field Map. Remember to take the characteristics of the landscape and the enemies you are facing into consideration when choosing who to send. While organizing your troops, you may also learn the details about the Field Map and the abilities of your enemies. You may not remove the main character from your troops unless you are playing in training mode or VS mode. Please refer to pages 21-22 for more information.

### Issuing Commands

In this game, troop members and enemies take "turns" when fighting in a battle. When your troop's turn comes, you must give each troop member a command such as "Attack" or "Standby." However, the actions available for a character during a battle depend on the character's class and agility. See pages 23-24 for more information.

### R Button for Command Menu

During your troop's turn, press the R Button to view the Command Menu. You can view the characters in both troops and the "Winning Condition," or end your troop's turn prematurely. You can also view the "Pumpkin Tip," which includes helpful hints for battle. Please refer to pages 25-26 for more information.

### Clearing a Stage

For each stage, there is a Winning Condition, such as "Defeat All Enemies," and a Losing Condition, such as "Death of the Main Character." You can clear the stage by fulfilling the Winning Condition, but it is also important to collect treasure dropped by defeated enemies. Please refer to page 26 for more information.

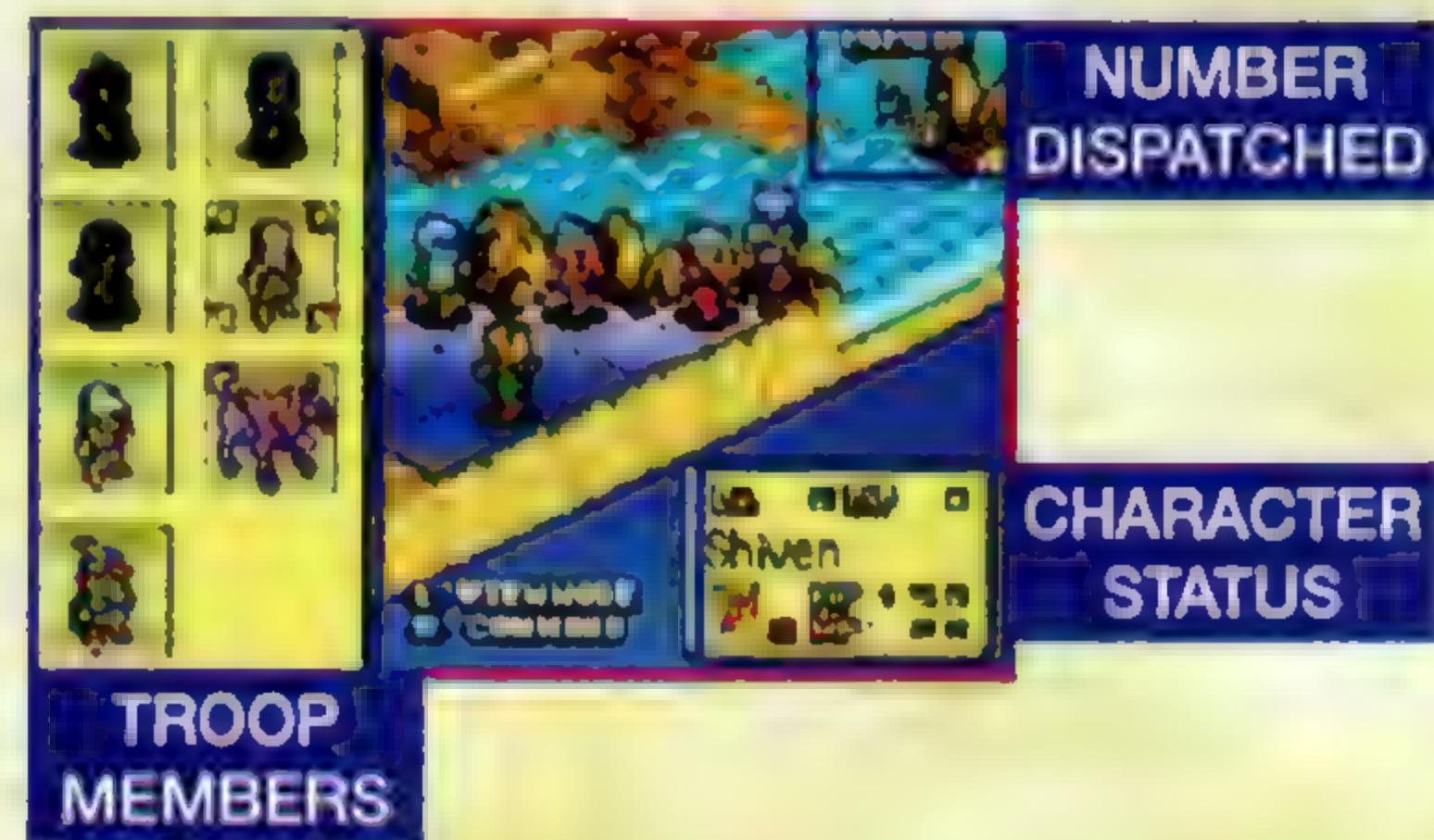
# ORGANIZING A TEAM FOR BATTLE

On the Field Map, select characters from your troops to participate in the battle and place them on the field. You may choose up to 8 members. Select a character from the list at the left of the screen using the + Control Pad. Place him/her on any blue panel and choose the direction you want the character to face. The abilities of each character will be displayed in the Status Window while on the field. However, you can find out more details by selecting “Organize” from the Command Menu. If you want to know more details about the battlefield or your enemies, use View Mode. By selecting an enemy character and pressing the B Button, a detailed status screen will be displayed for that character.

Once all characters have been selected and placed, choose “Start Game” in the Command Menu to begin the battle.

**L Button** Used to switch to View Mode, allowing you to view the entire battlefield. Press the L Button again to return to the previous screen.

**R Button** Used to display the Command Menu. Press the B Button to return to the previous screen.



## ◆ Using the Command Menu ◆

The following commands will be available in the Command Menu while organizing an attack team. Since you won't be able to use the "Organize" command during battle, we recommend that at this point you make sure your team is well prepared for battle. It's especially important to check equipped items and spellbooks.

### Start Game

Once the attack team has been organized, the battle can begin. Select "Start Game" from the Command Menu and confirm your selection. Then the Winning Condition will be displayed, and your team's first turn begins. Your characters always act first in a battle.

### Winning Condition

The location name and Winning Condition will be displayed at the start of a battle. Once the fighting has begun, you can press the L Button to review the Winning Condition and the R Button to review the Losing Condition.

### Organize

Selecting the "Organize" command will allow you to view the Organize Screen. If a character on this screen is moving, that means he/she is currently a member of the attack team that has been dispatched to the field. For more information on how to organize your troops, refer to the section that begins on page 28.

### System

#### Pumpkin Tip

Pumpkinhead is a character that will suggest helpful strategies and explain aspects of the game such as how the battle system works.

#### Option

This command is used to access options for adjusting game functions. Please refer to page 17-18 for more details.

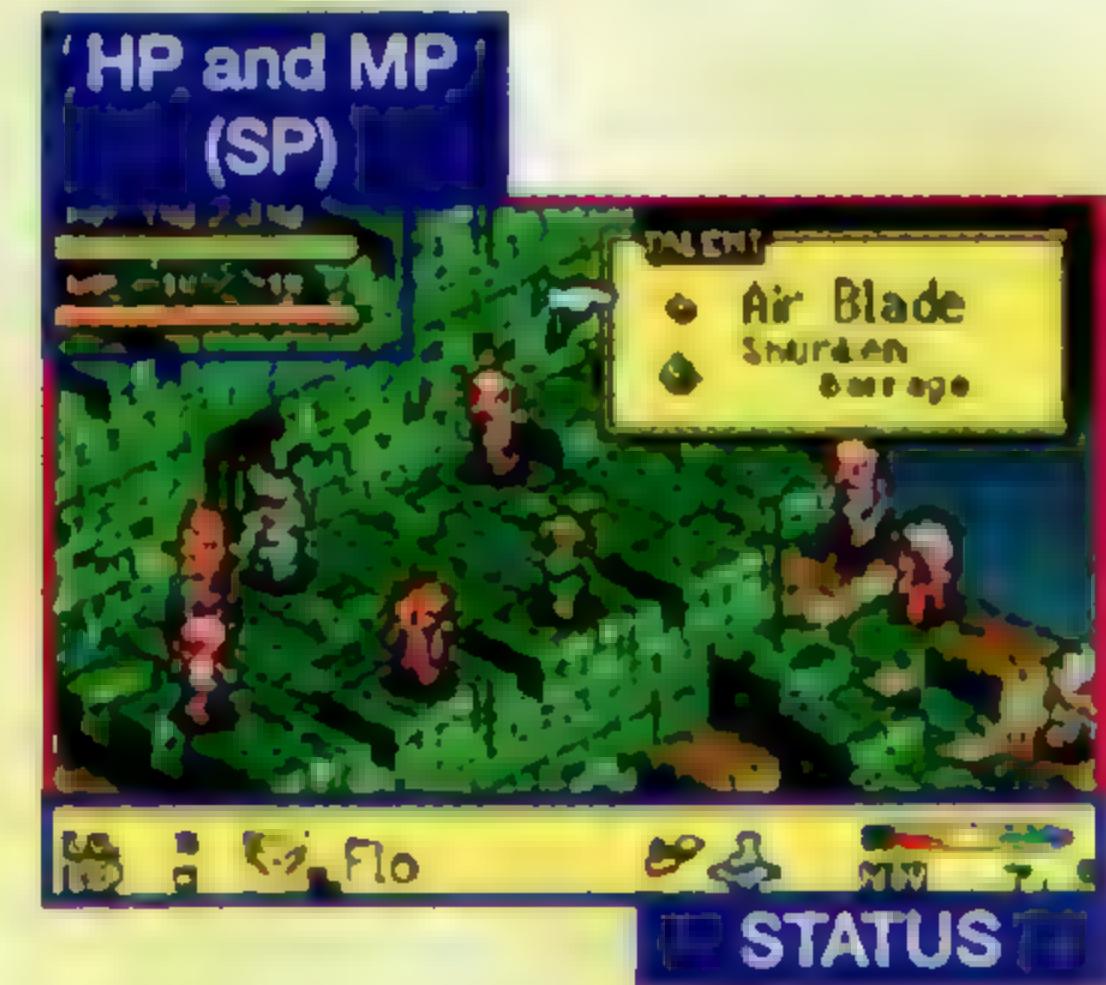
# ISSUING COMMANDS TO TROOP MEMBERS

Once a battle has started, you must move and give commands to each character during your turn.

First of all, move the cursor to the troop member that you wish to move and press the A Button. The area that is within the character's movement range will be highlighted in blue. Select one panel within that area and press the A Button. Next, choose an action from the commands available for that character. If you select "Attack," then you will be able to view the amount of damage that the character is expected to deal to the enemy. If you want that character to do nothing, then select "Standby." Lastly, that character's turn is completed once you have selected the direction that he/she will face, and "End" is displayed above the character's head.

In the same manner, decide the actions of the other members of the team. It does not matter in what order you assign commands for your characters.

In the character Status Window, "Leader" will be displayed for the main character to indicate that he is in charge of the troops, and "Guest" will appear for characters that are temporary guests in your troops. Guest characters will act independently, so you will be unable to control them, even though they are with your troops.



## ◆ Character Commands ◆

After the movement of a character has been completed, the following commands will appear. If you do not want to move a character, then simply select the panel where the character is currently located as his/her destination.

### **Attack**

Select this command to have a character strike an enemy by physical attack using a weapon or fist. Select your target and the means by which you will attack. If no opponents are within attacking range (the area highlighted in red), then you will have to choose a different command.

### **Spell/Special**

Select this command to attack with a spell or use a special skill. This option is limited to certain characters, so it may not always be displayed. Also, since this command requires MP/SP, you won't be able to use it at the start of the battle.

### **Item**

Select this command to use expendable items. Some special equipment, which can only be used once, will also be accessible. Press **►** on the + Control Pad while viewing the list of expendables to check the items that the character has equipped.

### **Persuade**

This command is used to convince the enemy to switch sides. If successful, the target will be added to your troops. This command is only available when your character is adjacent to an enemy. Persuasion is not guaranteed to work, but a character's success rate will give you some indication of the likelihood for success. If you fail, you may be counterattacked.

### **Standby**

This command will end a character's turn. Choose it if there is nothing you can or want to do. After selecting the direction the character will face, the word "End" will appear above the character's head signifying the end of his/her turn.

# VIEWING THE COMMAND MENU USING THE R BUTTON

During your turn, you can display the general commands by pressing the R Button. They will be useful in determining which commands to issue to particular troop members.

 **End of Turn** Select this command to end your troops' turn. This command can be useful when you want to give individual commands to certain characters, but do not want to spend time on the remaining ones.

 **Winning Condition** By selecting this option, you can view the Winning Condition for the battle and the name of the area where the battle is taking place. Press the L Button to view the Winning Condition and the R Button to view the Losing Condition.

 **Expendables** To view a list of the expendable items that your troops possess, select this command. These items are also accessible by choosing "Item" from the available character commands during battle, but you may only arrange them from this screen. By using the cursor to select 2 items, you may switch their places in the list. You may also sort the items in your troops' inventory by quantity.

 **View List** Select this command to view a screen similar to the Organize Screen. Although you cannot use the options available from the Command Menu, this will allow you to view all allies and foes as well as their statuses. Pressing START will change the information displayed. When you select a character using the + Control Pad and the A Button, the screen will change to a more detailed description of that character's status. Please refer to the chapter that begins on page 28 for more information.



**Pumpkin Tip**

Pumpkinhead is a character that will suggest helpful strategies and explain aspects of the game such as how the battle system works. This command is also available from the World Map.

**Option**

This command is used to access options for adjusting game functions. Please refer to page 17-18 for more details. This command is available from the World Map.

## **CLEARING A STAGE BY FULFILLING THE WINNING CONDITION**

While you can clear most stages by aggressively attacking the enemy and fulfilling the Winning Condition, it is also important to gather items and take care of your troops. Defeated enemies sometimes drop treasures or items. Since enemies can steal treasure if you leave it unclaimed, it is recommended that you have your characters pick it up within a few turns. Also, there are times when your characters will unexpectedly discover “Buried Treasure” while moving. Some of these treasures may be particularly valuable, although you may not be able to find them by simply passing by.

Don’t forget to revive dead members of your troop with items before clearing a stage. If you return to the World Map without doing so, you will lose those comrades forever. Every time you clear a stage, you will receive additional campaign funds and items. Also, some of your characters might advance in level.

## Shortcut Functions

By pressing the L Button and the A or B Button simultaneously, you can make use of one of two convenient shortcut functions. Please refer to "System" on page 17-18 for more information.



# CHARACTER INFORMATION

## THE CHARACTER LIST AND STATUS SCREEN

The “Organize” and “View List” commands are available from both the World Map and Field Map. The screen displayed contains information on characters from both your troops and your enemy’s. Using the “Organize” command, you can check the status of your characters, maintain them using items, and change their equipment, spellbooks, or class. Basic information for a highlighted member is displayed in a small status window, but a more detailed status screen can be viewed by pressing the A Button.

**1** Equipped Items p.36

**2** Spells p.38

**3** Speed • Movement Type  
Movement Option

**4** Status (Level, Name,  
Element, Alignment, HP)



## On the Field Map

While you can view information on all characters, friend or foe, during battle, you will not be able to access the options in the Command Menu. However, the search function will be available. Highlight a character and press the R Button. You will be returned to the Field Map where the cursor will now be pointing to that character.



## Displayed Information

The information displayed next to each character can be changed. By repeatedly pressing START, you can cycle through the available information. Viewing characters' HP and MP will be particularly useful in assessing their status. On the Field Map, you can locate characters who are close to death by pressing the R Button. Please remember to take advantage of this convenient function.

Character Number

Level

HP

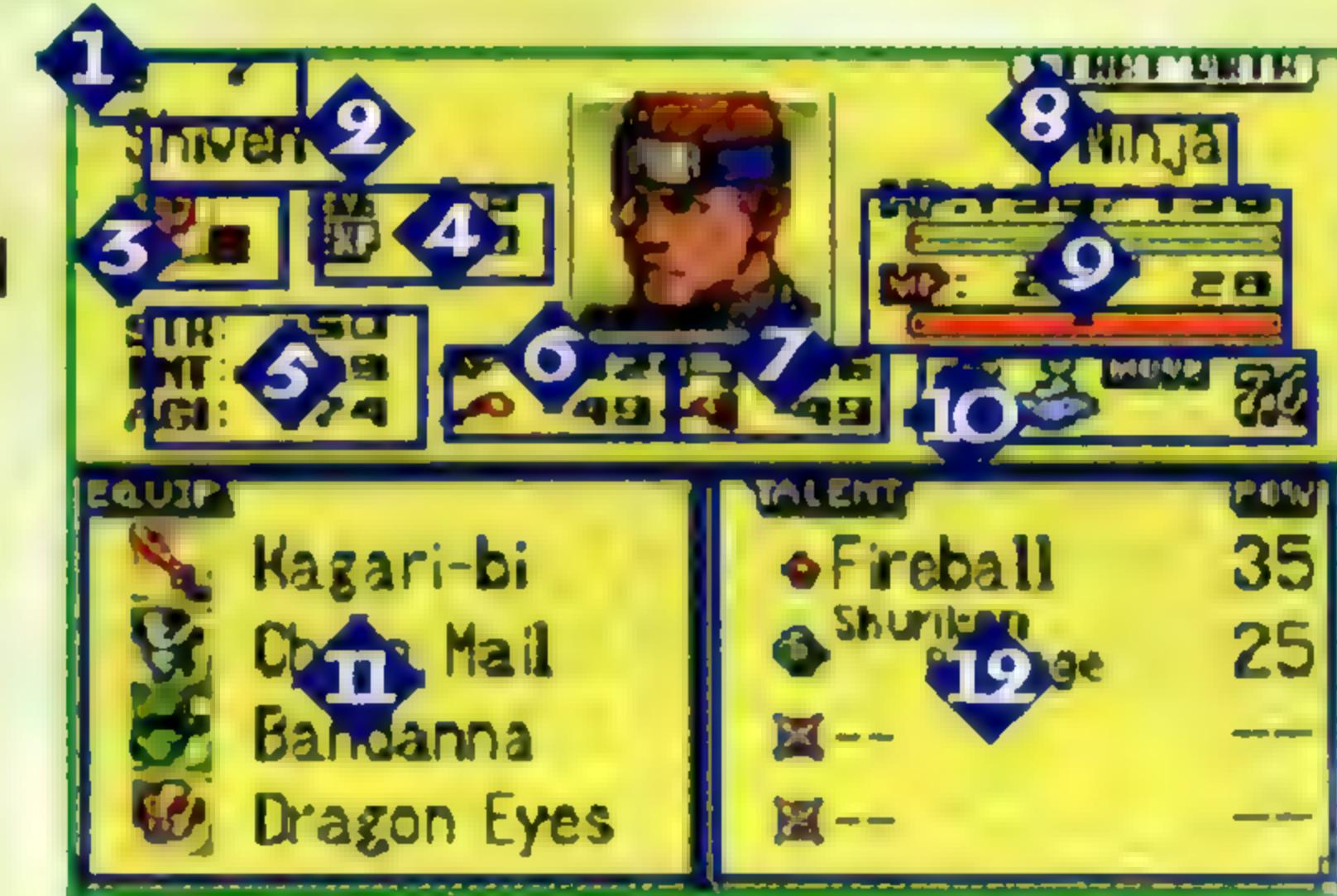
MP (SP)

Element

Mental Gauge (Fear/Confidence)

# DETAILED STATUS SCREEN

By pressing the A Button for a highlighted character, a detailed status screen will be displayed. Pressing START on this screen will change the displayed information. Rather than a spell or skill's power being displayed in the "Talent" window, the amount of SP or MP required to use that spell or skill will be shown.



**1. Number** The enrollment number of the member. Each character receives a number when added to your troops. Numbers can be reassigned using the "Sort" function from the Command Menu. If someone dies or is dismissed, his/her number will be given to a new recruit.

**2. Name** The character's name. Names of some characters have already been decided. However, you can name the main character and any comrades hired at a shop.

**3. Element and Alignment** Elements are the forces of nature from which characters receive protection or draw strength. Alignment refers to the natural tendency of a character to be Lawful (L), Chaotic (C), or Neutral (N).

**4. Level and Experience Points** Experience Points are gained after a character participates in battle. When Experience Points reach 100, the character will advance a level. His/her basic stats will also increase.



**Basic Stats A** STR refers to the character's physical strength. Strength affects the amount of damage dealt to an enemy when a weapon is used. INT stands for intelligence, or the mental ability of the character. It is important for using spells and special skills. AGI, or agility, refers to the character's quickness.



**Basic Stats B** The top number is the basic physical attack power of the character. The bottom number is his/her basic spell attack power. In battle, the effect of the terrain on these stats is displayed.



**Basic Stats C** The top number represents the character's basic physical defenses. The bottom number is his/her basic spell defenses. In battle, the effect of the terrain on these stats is displayed.



**Class** The occupation/race of the character. Class strongly influences the abilities of characters, including such things as speed or how they attack. When a character fulfills the appropriate requirements, he/she can change to a different class.



**HP and MP (SP)** HP, MP, and SP stand for Hit Points, Magic Points, and the amount of energy used for special skills, respectively. When HP reach 0, the character dies.



**Speed, Movement Type, Movement Option** On the left is an icon representing movement type, in the middle, an icon representing movement option, and on the right, the character's speed. See pages 52-54 for more information.



**Equipped Items** The items equipped by the character. A character's class determines what category of equipment he/she can equip. Refer to pages 36-37 for more information.



**Spellbooks** The spellbooks in the character's possession. Special skills are also shown in this window. A character's class determines which spells or special skills he/she can use.

## DETAILED STATUS SCREEN 2

On the Detailed Status Screen, you can check the emblems you have received by pressing **◀** and **▶** on the + Control Pad. Emblems are important for changing class or increasing a character's ability. Be sure to collect as many as possible. Refer to page 55 for more information.

When you go to the Detailed Status Screen from the Field Map, you will be able to view the full image of the character, the direction he/she is facing, his/her mental gauge, any abnormal statuses that the character is experiencing, and the word "End" signifying that his/her turn has ended. Abnormal Statuses can occur when a character has been hit by a special attack. Once a stage has been completed, characters will recover from any abnormal statuses, but it is dangerous to ignore status changes during battle.

**Mental Gauge** The mental gauge represents a character's state of mind. When the character is in proximity to certain comrades or enemies, the gauge level increases or decreases in relation to the character's confidence or fearfulness. Each character's mental state affects his/her ability to attack and defend.



## Abnormal Statuses

### PETRIFIED



The body turns to stone and becomes immobile. Characters cannot be returned to normal unless the item "Revive Stone" or the spell "Cleanse" is used. The game ends if all team members are turned to stone.

### ASLEEP



The body falls into a deep sleep and cannot move. The character can be awakened with "Spirit Fruit" or "Cleanse", or by being attacked. The odds are fairly high that the condition will disappear on its own.

### CONFUSED



The character becomes confused and will often attack allies. The condition can be cured using certain items or spells, but being attacked will also return the character to a normal status. There is a possibility that the condition will disappear naturally.

### PARALYZED



The body becomes paralyzed, unable to make any actions. Characters will sometimes recover naturally, but it is more realistic to use "Spirit Fruit" or "Cleanse" to cure the condition.

### CHARMED



You become a "puppet" of the spellcaster and attack other members of your team. A character can be cured with certain items or spells, but being attacked will also return the character to a normal status. There is a possibility that the condition will disappear naturally.

### POISONED



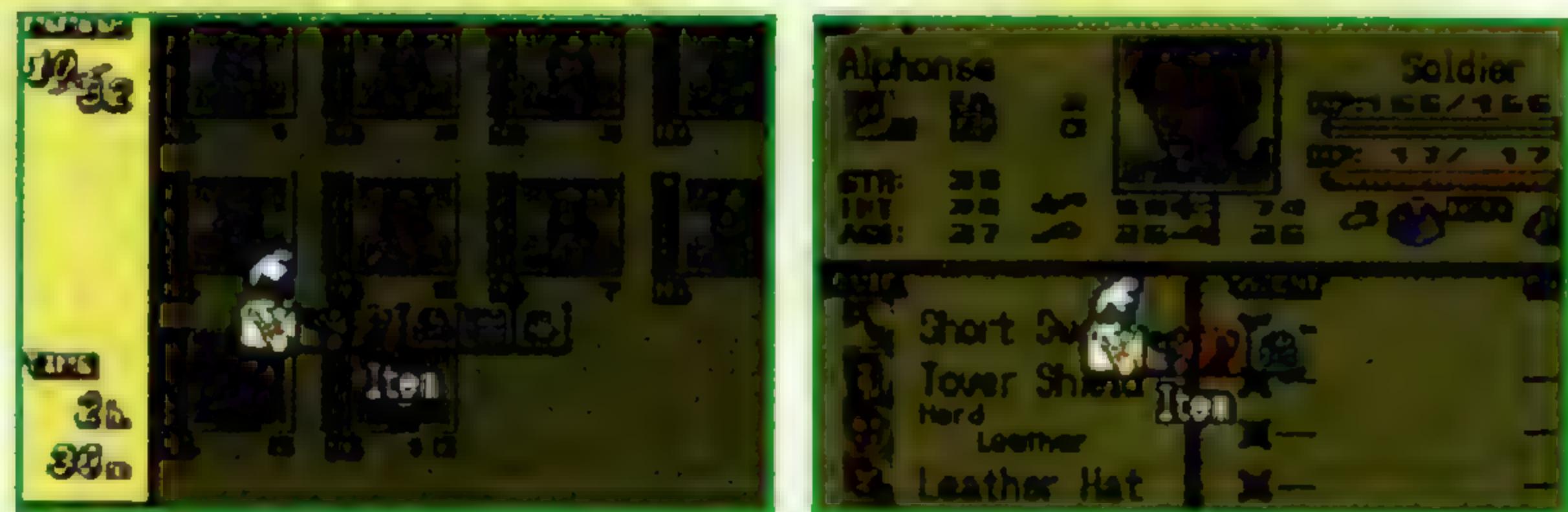
The character is poisoned and loses HP every turn. This condition will not fade naturally, so it is necessary to neutralize the poison using items or spells.

# THE COMMAND MENU

From the Organize Screen, the Command Menu can be displayed by pressing the R Button. Also, if you press the R Button when a character's Detailed Status Screen is being displayed, the options "Item," "Spell," "Class," and "Dismiss" will appear. The two menus have basically the same purpose, but how you use them may vary. Please refer to pages 36-42 for more information about these screens.

The Command Menu cannot be used when viewing the character list during battle. However, it is possible to use the options "Item," "Spell," "Class," and "Expendables" when preparing immediately before a battle.

If you open the Command Menu while the list of characters is displayed on the screen, "MEMBER" and "TIME" will appear on the left side of the screen. These statistics refer to the number of characters currently in your troops and how long you have been playing the game.





## Item

Use this command to equip/remove items from characters. A list of all items possessed by your troops can also be viewed. You may sort these items or switch their places manually using the + Control Pad.



## Spell

Use this option to have characters equip or unequip spellbooks. A list of spellbooks in your troops' possession, organized by element, can also be viewed. You may sort these spellbooks or switch their places manually using the + Control Pad.



## Class

When a character has met certain requirements, he/she can change to a different class. A character's class may sometimes be changed automatically without the player's consent.



## Dismiss

This command is used to dismiss a character from your troop. You can only have up to 32 characters in your troop, so you may wish to remove unnecessary characters so that new ones can be added. Items and spellbooks that dismissed characters have equipped are automatically returned to the troop's inventory.



## Sort

This command is used to rearrange the order of characters in the list. They can be sorted by specified criteria or rearranged manually. You can also reassign characters' numbers.



## Expendables

To view the expendables that your troops possess, select this option. These items cannot be used when viewing the character list in the Organize Screen, but it is recommended that you arrange the items so that they may be easily accessed during battle.



## Items (Equipment)

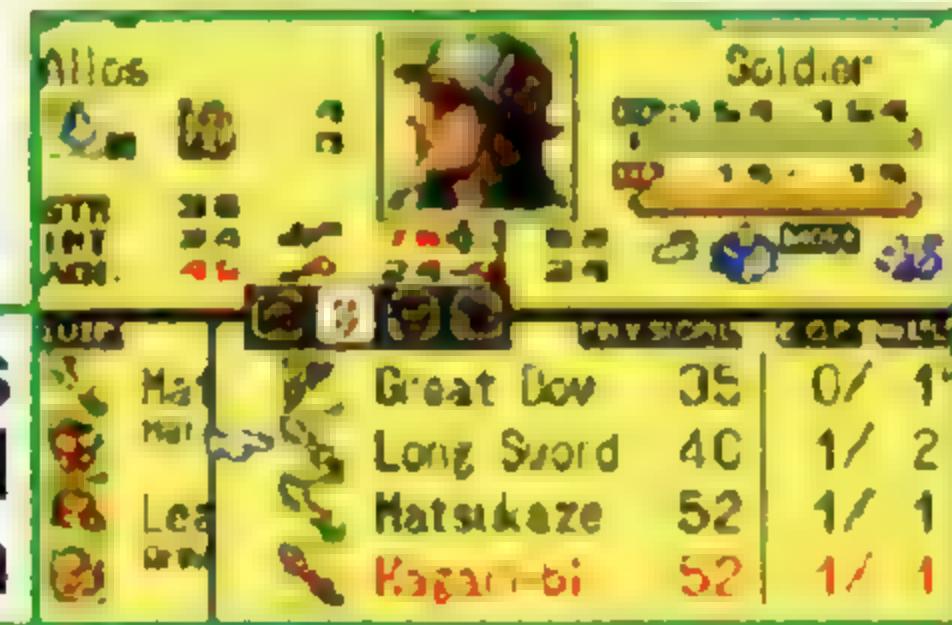
When you select the “Item” command from the Command Menu, items listed in black letters can be equipped by highlighted characters. Equipment in red letters is either in use by other troop members or not owned by your troop. Items in gray cannot be equipped by the selected character. If “Equipped” is displayed, this means that the character already has that item equipped. Furthermore, if you select the “Item” command from the Detailed Status Screen, you can see the list of items and compare that with the items already equipped for that specific character.

If you select “Power” in the Detailed Status Screen, the character will automatically be equipped with the most powerful items. However, if you select “Ideal,” the character will be equipped with items best suited for characters of his/her class. All equipment will be removed by selecting “Release All.” If you use the L Button, only the selected item will be removed.



Organizing  
Items from the  
Character List

Organizing Items  
from the Detailed  
Status Screen



 **Head**

Protective headgear. Although there is not much variety when it comes to this type of protection, headgear can often have a significant influence on characters' power and/or abilities. Headgear generally does not have a high defensive value. Check acquired headgear for special effects by reading the help message (press SELECT).

 **Hands**

Weapons and protection for the hands. If a character does not have a weapon equipped in his/her hands, then the character will fight with his/her fists. You may equip two different kinds of weapons by equipping one in each hand. Weapons will drastically improve characters' attack power. You can also attack with a shield, but it does not have as much power.

 **Body**

Body armor. This is the most important defensive equipment. The heavier and thicker the armor is, the better it will protect the body. However, heavy armor will decrease a character's speed. Pay attention to the number listed by "MOVE," which indicates your character's speed, and select appropriate armor. Selecting armor using the "Power" option can be convenient at times.

 **Feet**

Footwear. This type of equipment generally does not have a high defensive value. However, they may have characteristics that influence a character's agility, movement type, or movement option. It would be wise to change the footwear equipped based on the landscape.

 **Accessories**

Accessories. These items for the body and head are typically designed for humans, so they cannot be equipped on monsters and dragons. However, it is possible for these creatures to wear certain accessories. Accessories have minimal physical defensive value. Instead, they are useful in defending against spells and special abilities.



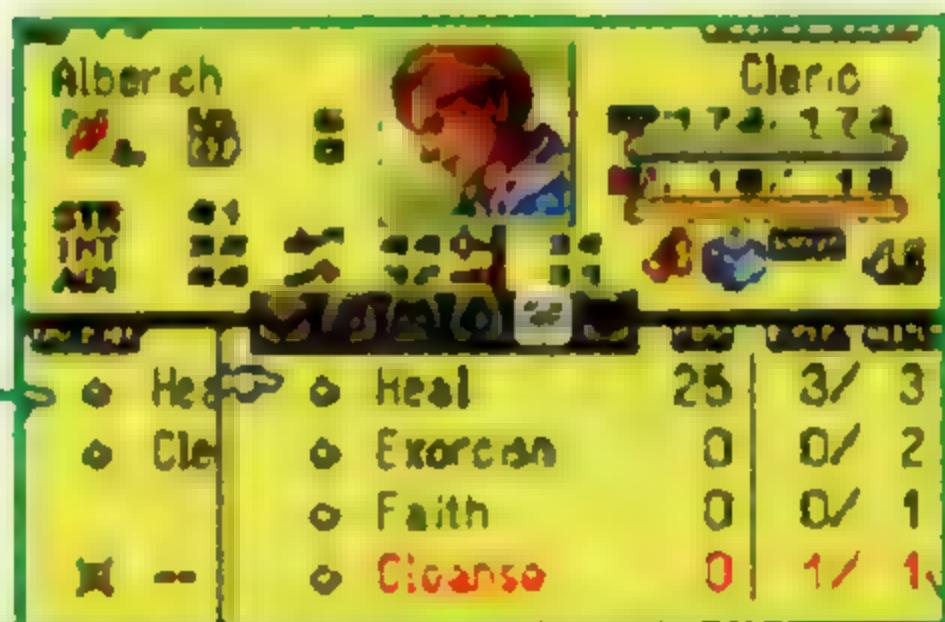
## Spells

To equip a spellbook, select the “Spell” command from the Character List. Next, choose the book that you want to equip and then select the character who will equip it, similar to using the “Item” command. Only the spellbooks displayed in black can be equipped by highlighted characters. Furthermore, if you use the “Spell” command from the Detailed Status Screen, you can select spellbooks to equip while viewing the books already in the character’s inventory. By choosing the “Ideal” command, spellbooks appropriate for that character’s class will automatically be equipped. If you select “Release All,” then all spellbooks equipped by that character will be removed. Press the L Button on the Detailed Status Screen to remove a single spellbook.

Powerful spells require larger amounts of MP, but at the start of a battle, characters' MP start at 0. One strategy is to equip spells that do not require many MP and use those in the early stages of the battle.



## Organizing Spellbooks from the Character List



# Organizing Spellbooks from the Detailed Status Screen

# The 6 Elements

## WIND



Spells that draw on the power of wind. Other than general attack spells such as "Air Blade" and "Thunder Flare," there are spells which cause various effects. While "Haste" enhances a character's speed, "Teleport" will instantly transport an ally to a different location. "Summon Tempest" can be used to manipulate the weather.

## EARTH



Spells that draw on the power of Mother Nature. In addition to attack spells such as "Acid Vapor" and "Crag Crush," there are other spells such as "Constrain," which temporarily limits an enemy's movement. "Hurdle Wall" enables a character to move to a panel of any elevation, and "Petrifying Cloud" turns enemies to stone.

## VIRTUE



Spells that draw on the power of light. Included in this group are "Exorcism," which vanquishes undead characters, "Heal," which can be used to recover HP, and "Resurrection," which revives the souls of the dead.

## FIRE



Spells that draw on the power of fire. Besides basic attack spells such as "Fireball" and "Firestorm," there are spells such as "Molten Blade," a spell that temporarily strengthens a weapon. "Clear Sky" can be used to remove undesirable weather conditions, and "Ray of Paralysis," which is used to paralyze enemies.

## WATER



Spells that draw on the power of water. In addition to attack spells such as "Ice Javelin" and "Ice Field", other spells can be used for special purposes. "Cleanse" cures abnormal statuses, "Slumber Mist" makes enemies fall asleep, and "Poison Squall" poisons targets.

## BANE



Spells that draw on the power of darkness. Included in this group are mysterious spells such as "Time Flux," a spell that manipulates time and allows a character to act twice in the same phase, "Necromancy," which is used to change dead characters to undead, and "Brain Sap" and "Enfeeble", which absorb the enemies' HP and MP.



## Change Class

When you want to change characters' classes, use the "Class" command from Command Menu. First select a desired class, and then decide on a character from the ones who meet the requirements for that class. By initially selecting a character, you can view the classes that that character has already been a member of. "Max" indicates the number of characters that can change to a particular class. "Now" indicates the number of characters that are currently in the specified class. When selecting characters to change to a specific class, those with "Settled" displayed beneath them are already members of that class.

If you want to change a character's class from the Detailed Status Screen, the classes available to that character will be highlighted. It would be wise to pay attention to how the character's stats change as you highlight the various classes that the character can switch to. Classes which the character has already been a member of are marked with a pink emblem.



Changing Class  
from the  
Character List



Changing Class from the  
Detailed Status Screen

# Class Categories

## MALE

Male characters can fight using both weapons and spells. There are many classes in this category such as Wizards, Knights, Ninjas, etc. It is possible to change to a variety of different classes in a number of ways by meeting the class requirements.

## DEMI-HUMAN

This class includes creatures such as Fairies and Hawkmen. They can use both weapons and special skills. However, they cannot change classes.

## UNDEAD

Humans and monsters who have died and been resurrected on the Field Map may return in this form. Once a character is undead, he/she will no longer be able to change occupations using the "Class" command.

## DRAGON

Dragons such as Thunder Dragons and Naga have sharp claws and can use special abilities. However, they may not change classes.

## FEMALE

Females can fight using both weapons and spells and can experience a lot of different classes as they grow. The classes available to females are very similar to those available to males.

## TRANSMIGRATION

This category is for characters that have been transformed from human to classes such as Angel Knights and Liches. Characters in these classes have high abilities, but may not change class after becoming a member of this category.

## BEASTS

This category includes monsters such as Griffins and Octopuses. They can often use special skills and are good at hand-to-hand combat. They cannot change classes.

## DENIZENS OF THE NETHERWORLD

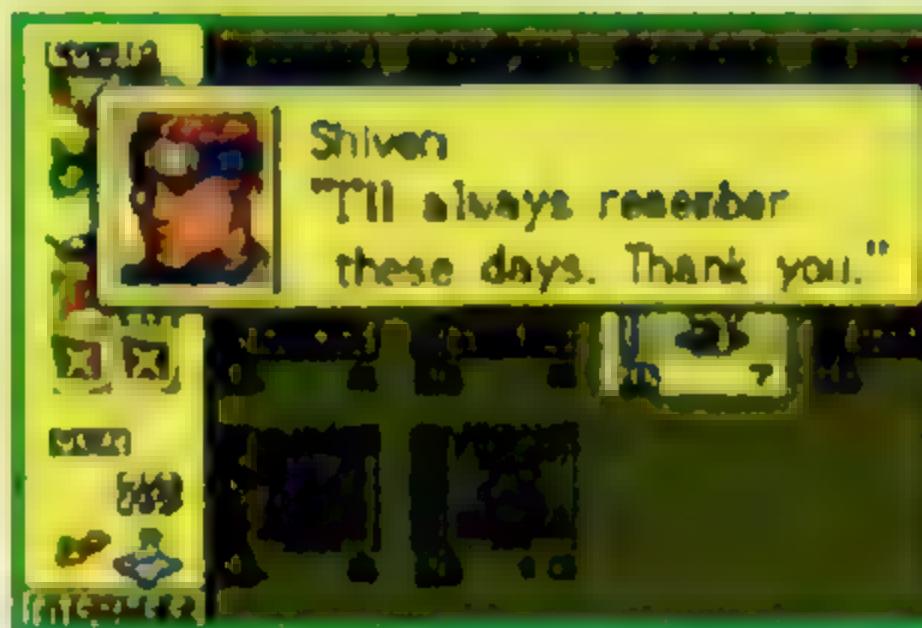
This is a family of evil creatures that includes Gremlins and Gorgons. They often have unique special skills, but because they belong to different races, they cannot change class.



## Dismissing Characters

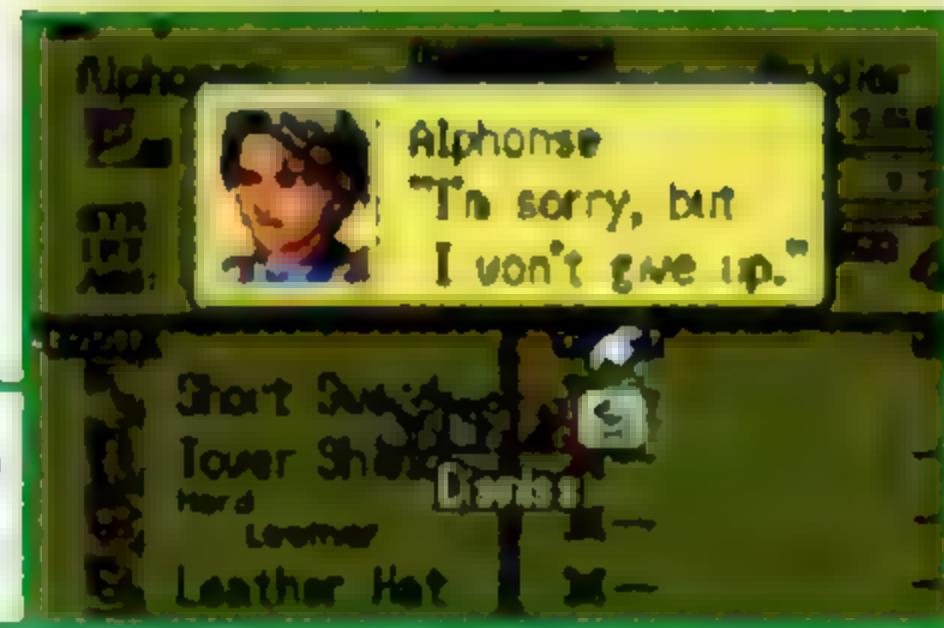
When you believe that a certain character in your troop is no longer necessary in comparison to the other characters, then you may want to dismiss that character. To do so, select the character using the + Control Pad and confirm your selection using the A Button. You may also dismiss a character from the Detailed Status Screen, where information about that character can assist you in making such a decision. Of course, you cannot delete the main character in the game.

You may enroll up to 32 characters in your troop. However, new recruits sometimes become available unexpectedly, so it is best to leave a few empty spaces. If there is no room for a new character, you will be given the option of dismissing someone. The possessions of dismissed characters are automatically returned to the troop's inventory. A dismissed character's number will remain unused until another character takes his/her place.



Dismissing  
from the  
Character List

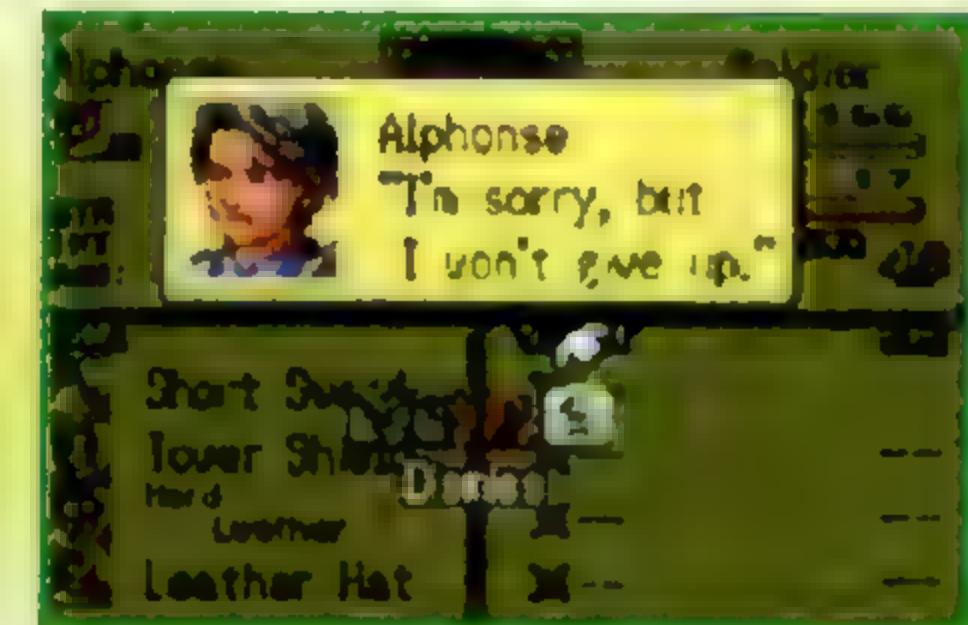
Dismissing from the  
Detailed Status Screen





## Sort

The “Sort” command, which is only accessible from the Character List Screen, allows you to rearrange the members of your troop and sort them by various criteria. Although this can only be done by selecting “Organize” from the World Map, it is very useful in preparing for upcoming scenarios. By default, the priority is set to the order below, but you may reassign it as you desire.



## Sort Criteria



**NUMBER**  
Arranges characters in ascending order by their numbers. A convenient way to sort, which generally reflects the flow of the game.



**LEVEL**  
Sorts characters by level. This type of sort is useful when preparing to train your soldiers and when organizing attack teams.



**CLASS**  
Sorts characters by class. They will be listed in the following order: male, female, demi-human, transmigration, undead, beasts, dragon, denizens of the Netherworld.



**ELE**  
Sorts characters by their elements in the following order: wind, fire, earth, water, virtue and bane. Characters with similar elements will be grouped together.



**HP MAX**  
Arranges characters in descending order by their maximum HP. This may be useful when selecting equipment for each character.

## Execute

Executing this command will result in the reorganization of your troop based on the criteria on the left-hand side of the screen. The criteria listed nearest the top will be given the greatest priority, so you may wish to rearrange the order of the criteria using the “Customize” command.

## Customize

This command can be used to change the priority of the criteria by which sorting is done. To prioritize these criteria, select one and press the A Button. Another cursor will appear, which you can use to select a second criteria to change places with.

## Manual

You can change the place of two characters directly without sorting. After selecting a character, the word “Sort” will be displayed. Once a second character has been selected, the two will change places automatically.

## Lock

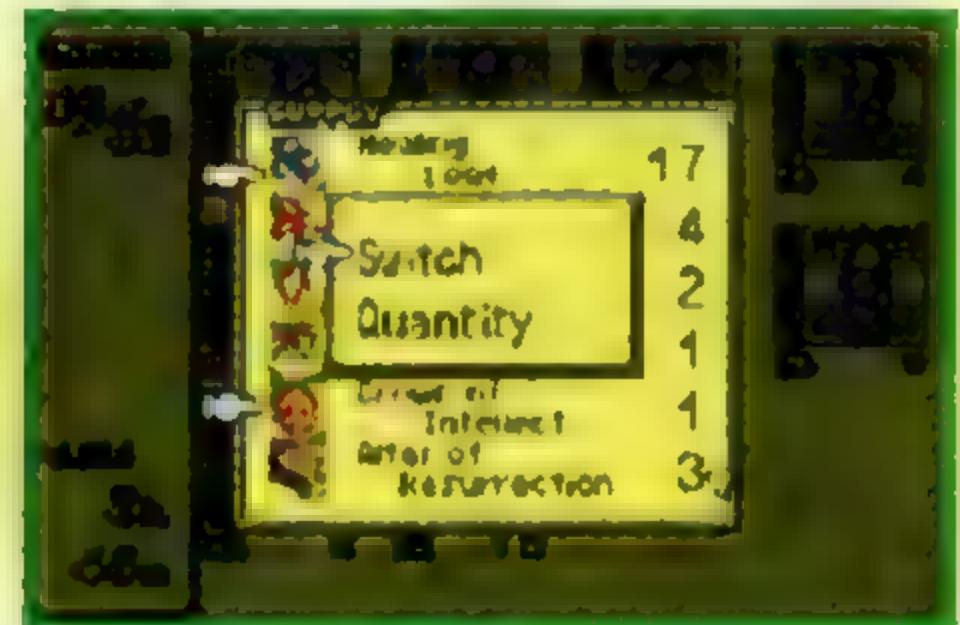
This command prevents a character from being sorted or moved either manually or automatically. Once a character has been locked, a keyhole is displayed beside him/her and his/her location will become fixed.





## Expendables

This command is only available from the Character List. By selecting it, a list of the expendables currently possessed by the troop will be displayed. The number to the right of each item is the quantity in the troop's inventory. If you select an item, a second cursor will appear, which can be used to change the place of that item with another. Items may also be rearranged in descending order by quantity.



Each expendable item has a different effect. Some can be used to recover HP or MP/SP, while others can be used to alter the status of characters or even change weather conditions. However, all of them can only be used during battle on the Field Map. They can be accessed via each character's command options.

## Convenient Function

L/R BUTTON  
and  
START

By pressing START while the list of a character's equipment is displayed, "Physical," which indicates the items' physical attack and defensive power, switches to "Magical," which indicates the items' spell attack and defensive power. The same can be done with a list of spellbooks, only in that case, "POW," which refers to spell power, replaces "MP," which refers to the amount of Magic Points used by a spell. Also, if a list is very long, you can use the L Button to scroll up or the R Button to scroll down.

# THE ORGANIZE SCREEN

You can obtain a variety of information from the character data, item data, and class data shown on the Organize Screen. You may be able to judge the potential of your characters, learn about the types of creatures that inhabit this world, or uncover other natural patterns beyond the basic stats provided. It would be wise to consider all of this information as you attempt to strengthen your forces.

## ELEMENT AND ALIGNMENT

There are six invisible powers that govern the natural world. These forces, which are controlled by the gods, are known as elements. Each character is associated with one of these elements and inherits the characteristics of that particular element. Elements such as earth and wind, or fire and water, repel each other. Elements affect the damage a character deals to an enemy as well as the damage he/she receives. Characters will also be more or less effective in battle depending on the element of the landscape on which they are fighting.

The natural tendency of a character, known as his/her alignment, can be one of three types: lawful, chaotic, or neutral. Alignment is displayed next to a character's element.



## Elements

### Wind

The power of wind is controlled by Harnella, the goddess of the wind, who is also the goddess of the sea. This characteristic can influence creatures' agility and the weather. Wind repels the power of earth.

### Fire

The power of fire is controlled by Zoshonel, the goddess of fire. It influences the weather and things created by humans. It strongly opposes the power of water.

### Earth

The power of the land is controlled by Berthe, the goddess of the harvest. Its influence can be felt across much of the land. It opposes wind, the element of movement.

### Water

The power of water is controlled by Grueza, the goddess of water. It influences the rivers and oceans of the world and can have a purifying effect, driving evil away. It repels the element of fire.

### Virtue

The power of holy light is controlled by Ishtalle, the goddess of light and war. It gives new life to people and repels the power of darkness (bane).

### Bane

The power of bane is controlled by Asmodee, the god of bane. It has the power to influence time and bend the minds of people, against the will of the gods. It is in opposition to the power of virtue.

## Alignment

### L

A character designated with an "L" is classified as lawful, and he/she generally lives an orderly and upstanding lifestyle. Priests, warriors of Heaven, and Dragons of Virtue belong to this category.

### N

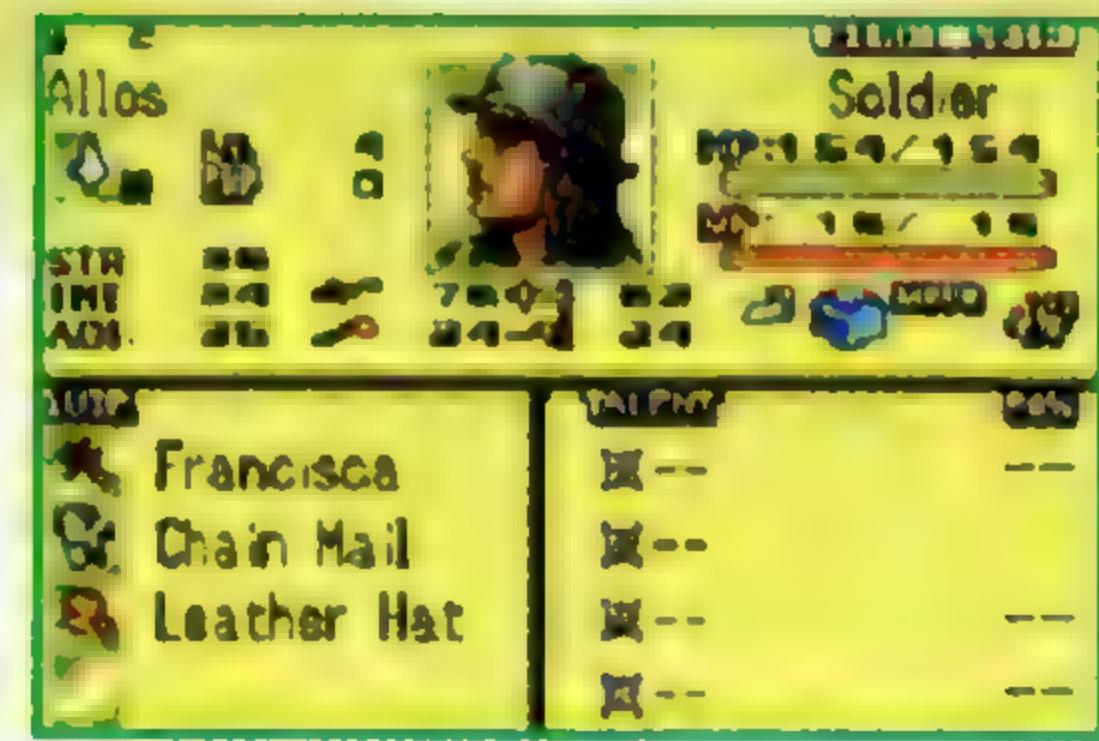
A character designated with an "N" is classified as neutral, and he/she typically does not have extreme ways of thinking. Characters of many different classes can have the neutral alignment.

### C

A character designated with an "C" is classified as chaotic, and he/she usually desires chaos to replace order in the world. Beasts, undead creatures, Dragons of Bane, etc. have this alignment.

# LEVELS AND EXPERIENCE POINTS

Characters grow and mature in their abilities throughout the game by accumulating Experience Points in battle. With each 100 Experience Points, characters gain a level. Points start from 0 again when working towards the next level. The stronger the opponents your character faces, the more points he/she will earn after defeating them. On the contrary, when your characters defeat weaker opponents, they do not receive many Experience Points. The higher the level a character is, the higher his/her maximum HP will be. Maximum MP/SP also increase, and characters in some classes will learn special skills as they gain levels. In some cases, new class options will also become available to characters who reach certain levels.



# BASIC STATUS

The basic status information for a character includes his/her attack power, defensive power, and speed, which are influenced by the equipment he/she carries. In an actual battle, factors such as compatibility with the land, enemies' elements, and luck affect these values. The final attack and defensive power, as well as speed, will be determined by the combination of all these things.

**STR** Strength. This stat affects the physical attack power, physical defensive power, and maximum HP of a character.

**INT** Intelligence. This stat affects spell and special attack damage, and influences maximum MP and SP.

**AGI** Agility. This stat affects movement, accuracy, and a character's ability to dodge in battle.

 **Basic Physical Attack** Physical attack with or without a weapon. Ultimately, power is determined after terrain compatibility and the enemy's element have been figured in.

 **Basic Spell Attack** Spell or special skill attack. Ultimately, power is determined after terrain compatibility and the enemy's element have been figured in.

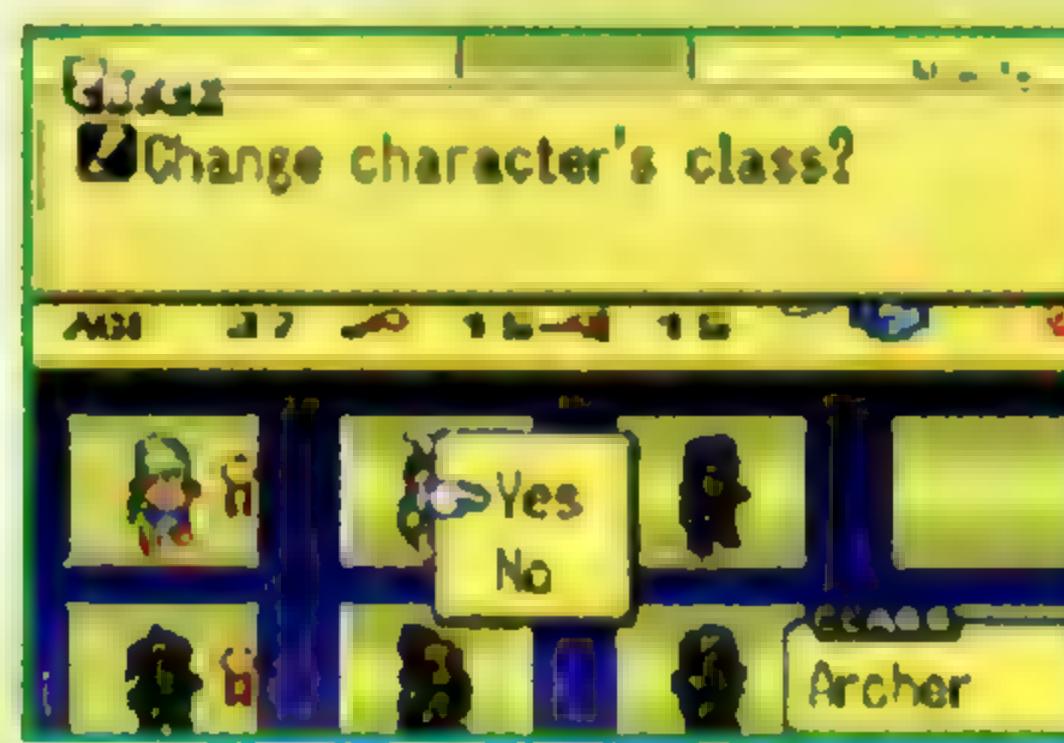
 **Basic Physical Defense** Defense against physical attacks. Ultimately, power is determined after terrain compatibility and the enemy's element have been figured in.

 **Basic Spell Defense** Defense against spells and special attacks. Ultimately, power is determined after terrain compatibility and the enemy's element have been figured in.

# CLASS

“Class” refers to the race or the occupation of a character. There are many categories of classes, and some classes are restricted to specifically male or female characters. The class of a character influences many of his/her characteristics, such as how basic stats and maximum HP/MP/SP increase when leveling up, equipment, and attack types. Refer to page 40-41 for more information on class categories.

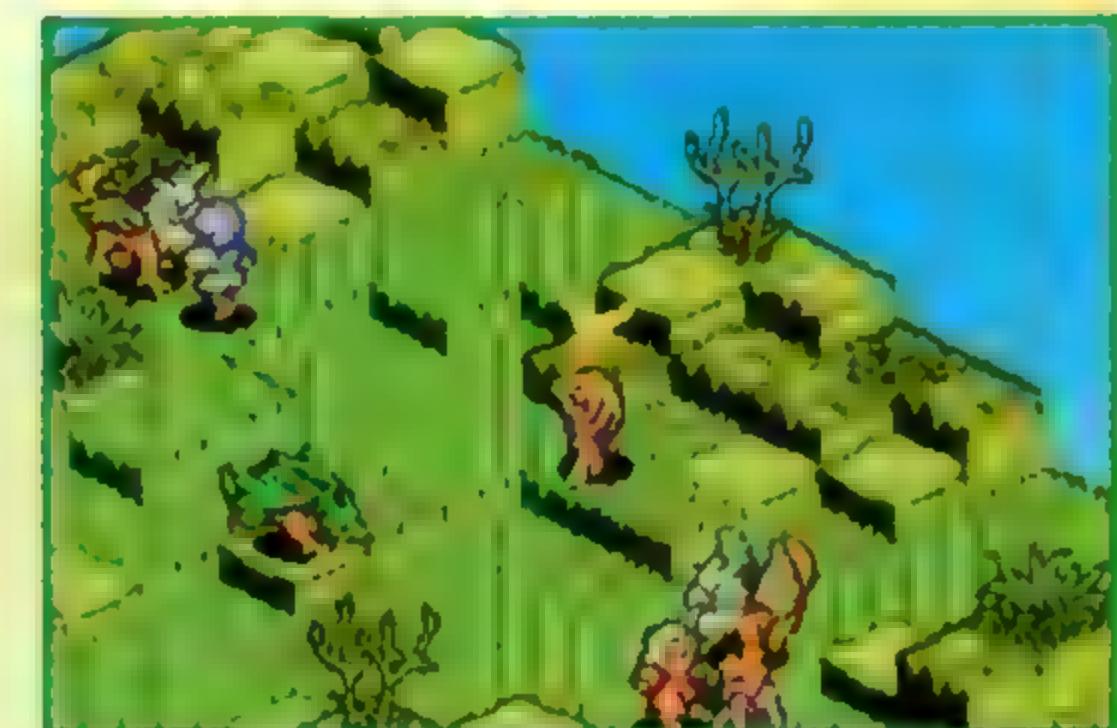
Characters that belong to certain classes cannot change occupation, although most characters can change if the necessary requirements are met. It is a good idea to experiment with your characters’ classes as they increase in level. Characters’ stats, elements, alignment, and collected emblems are typical criteria for changing class.



# HP MP SP

HP refers to the physical endurance of a character, while MP represents their ability to cast spells and SP their ability to perform special skills. On the Detailed Status Screen, the current values for these stats are displayed on the left, while the maximums are displayed on the right. These maximums will increase as characters' levels rise. However, the higher level a character is, the more his/her stats will reflect his/her class.

For example, maximum HP increases greatly for soldiers, who are good at weapon attacks, and for beasts, whose bodies are large, but these creatures' MP/SP do not go up by much. On the other hand, MP/SP will increase more rapidly for wizards, witches, and clerics, while their HP increase slowly. At the beginning of a battle, all characters' MP/SP start at 0. As time passes, they will accumulate MP/SP and will eventually reach the necessary number of points to use the desired spell or special skill.



# SPEED AND MOVEMENT TYPES

When moving on the field, characters consume energy, the amount of which is based on their agility and the weight of the equipment they are carrying. The greater their agility, the further characters can travel. The energy they expend while moving depends on the terrain. The highlighted area, indicating where the character can take action, will change with each new location or portion of a map.

How characters are able to move in battle varies by character class. The characteristics of the various movement types are explained on the next page, including how characters move on the field and in different bodies of water. It is suggested that you carefully consider the compatibility of the characters, specifically their movement types, with the terrain when you dispatch them to the field.



## Movement Types

### Warping

Warping is the ability to move to a destination instantly, with no movement cost and without being affected by obstacles in the path. A character with this movement type can travel freely to anywhere within their range of movement. An ordinary human cannot have this ability.

### Flying

Winged creatures exhibit this type of movement. They are unaffected by terrain type, but can be blocked from moving to certain locations by obstacles such as rocks and walls. The icon on the right designates those flying characters that are particularly effective in the snow.

### Acrobatic

Acrobats are the nimblest characters among the ground moving classes. They can jump up to three steps upward or 4 steps downward. Ninjas are an example of a class that uses this type of movement. The icon on the right designates those acrobatic characters that are particularly effective in the snow.

### Walking

Walking characters can climb up to 2 steps upward or 3 steps downward. The warrior line falls into this category. Those that are more efficient at traveling across snow and ice are designated by the icon shown to the right. They are useful in the northern regions.

### Trudging

Trudging characters do not have great mobility. Dragons, beasts, and spellcasters typically fall into this category. They can only climb upward 1 step or downward 2. The icon on the right designates those trudging characters that are particularly suited to traveling in the snow.

## Movement Options

### FLOATING



This type of character is always floating, even on the surface of water. They can move and stop anywhere except where there is an obstacle. Fairies, gremlins, and ghosts are examples.

### AQUATIC



Aquatic characters are good at moving in water. They can move one step beneath the surface of the water without expending much energy. However, they are not very capable when it comes to moving on land. Mermaids and octopuses belong to this category.

### WATERWALKING



Instead of sinking, they move along the surface of the water as if they were walking on land, requiring only a minimum amount of energy to do so. However, their attack and defensive power go down on water. Ninjas are members of this category.

### WADING



Characters in this category are not very good at moving in the water, although they can still move up to one step below the water's surface. When moving in water, their attack and defensive power will go down greatly. Both male and female characters use this limited movement type.

### SEMI-AQUATIC



Semi-aquatic characters can move in water up to one step below the surface, with their attack power and defensive strength only going down a little. Archers, Valkyries, and Dragon Tamers belong to this category.

# EMBLEMS

While a character increases levels by gaining experience in battle, he/she can also earn emblems for performing extraordinary actions such as dodging an opponent's attack or defeating the enemy when in critical condition. There are 32 emblems in all. Your character can acquire new abilities and meet the qualifications for changing class by collecting these emblems. Not all emblems are awarded for accomplishments. Some are given to acknowledge disgraceful deeds. We challenge you to not only collect emblems to improve your characters, but also to build a single hero with many emblems. You can view the emblems in a character's possession at any time from the Detailed Status Screen. While not all emblems are available to characters of certain classes, it is a good idea to collect as many emblems as you can.



# CONSIDERING TERRAIN

There are many types of terrain that exist in this world, all of them influenced to at least some degree by the elements. An effective strategy is to consider the characteristics of the terrain, including its elemental affinities, when attacking and casting spells with your characters. Be sure that there are not any obstacles between your character and the enemy if you plan on having that character use a bow, shurikens, or certain spells to attack from a distance. If a character under your control mainly uses one of these means of attack, try to station them at a higher location. Contrarily, if an opponent is using one of these forms of attack, then it is best to hide your characters behind obstacles where they cannot be hit as easily. This is an important factor to consider when your characters have been dispatched to the field.



# Basic Terrains



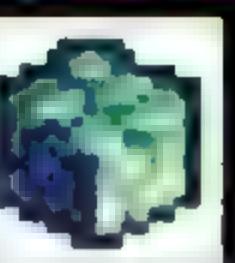
## PLAIN

Terrain with bushes. The power of the wind is strong, but the power of the earth is weak.



## GROUND

Bare ground. The power of the earth is strong, but wind is weak.



## ROCKS

Bare rocks and stones. Here, earth and bane are strong, but wind and virtue are weak.



## GRAVEL

Sand- and pebble-covered ground. It is difficult to walk on this terrain because characters' feet get stuck. Here, fire is strong, while water is weak.



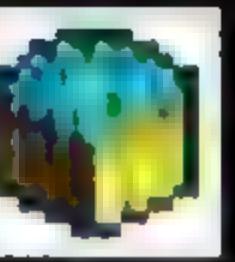
## LAVA

Flowing molten rock that gives off intense heat. On this type of terrain, fire and bane are generally strong, while virtue and water tend to be weak.



## SNOWY PLAIN

Snow covered ground that can be slippery. Virtue and water are powerful elements here.



## MARSH

Stagnant mud and grasses. Wind and water are strong elements, although bane is the most dominant.



## CHANNEL

Passage constructed for the controlled movement of water. Fire is weak, while water is strong.



## OCEAN

Vast realm of Oberon, king of the sea. Water is the dominant element, while fire is the weakest.



## PAVEMENT

Paved terrain composed of processed stone material which drains well. On pavement, the element of earth is strong, while wind is weak.



## WITHERED GRASS

Thorny, dead grass. It is an obstacle that cannot be stepped on.



## BLUE ROOF

The top of a residential structure. Only certain classes can move to a rooftop. The power of the earth is strong here, while the power of wind is weak.

# CHANGES IN WEATHER

On the Field Map, there's a chance the weather will change each turn. Even though the weather may be good at the beginning of the battle, it can gradually become cloudy and start to rain. If the weather changes drastically and temperatures drop, plains or marshes can sometimes turn into snow-covered plains. Also, sunshine can affect the level of water on the field. Paying attention to the weather is important since you cannot change team members in the middle of a battle. The weather can affect the outcome of a battle. It is best to move your characters to desirable locations early in the battle, before weather conditions change.

Especially in the tundra of northern Ovis where snow piles up deeply, it will snow often during battle. Make sure your characters are prepared.



The main character of this game spends one year on the island known as Ovis. There are three seasons that the inhabitants experience, and these seasons have a substantial influence on the weather. Though the date is not displayed on screen as part of a saved file summary, it is included in each record of your progress. It can be viewed through the Command Menu. The Zeteginian Calendar is used in this game. The chart below shows its relationship to the more familiar Gregorian Calendar.

<b>Deus, the Divine Dragon</b> 1-24 1/1~1/24	<b>Tierra, the Earth Dragon</b> 1-25 1/25~2/18	<b>Agua, the Water Dragon</b> 1-23 2/19~3/13	<b>Sombra, the Dragon of Shadow</b> 1-24 3/14~4/6	<b>Branca, the White Dragon</b> 1-25 4/7~5/1
<b>Flama, the Dragon of Flame</b> 1-24 5/2~5/25	<b>Vento, the Wind Dragon</b> 1-24 5/26~6/18	<b>Ouro, the Gold Dragon</b> 1-25 6/19~7/13	<b>Trueno, the Dragon of Lightning</b> 1-24 7/14~8/6	<b>Trevas, the Dragon of Darkness</b> 1-24 8/7~8/30
<b>Oceano, the Sea Dragon</b> 1-25 8/31~9/24	<b>Preta, the Black Dragon</b> 1-24 9/25~10/18	<b>Gomeo, the Two-Headed Dragon</b> 1-24 10/19~11/11	<b>Fogo, the Fire Dragon</b> 1-25 11/12~12/6	<b>Ralo, the Dragon of Light</b> 1-25 12/7~12/31

# USING CHARACTERS EFFECTIVELY

Even if you make near perfect preparations on the World Map, it is unlikely that you will win every battle by simply attacking the enemy on the field. There are certain things you should consider when you are giving orders to your characters.

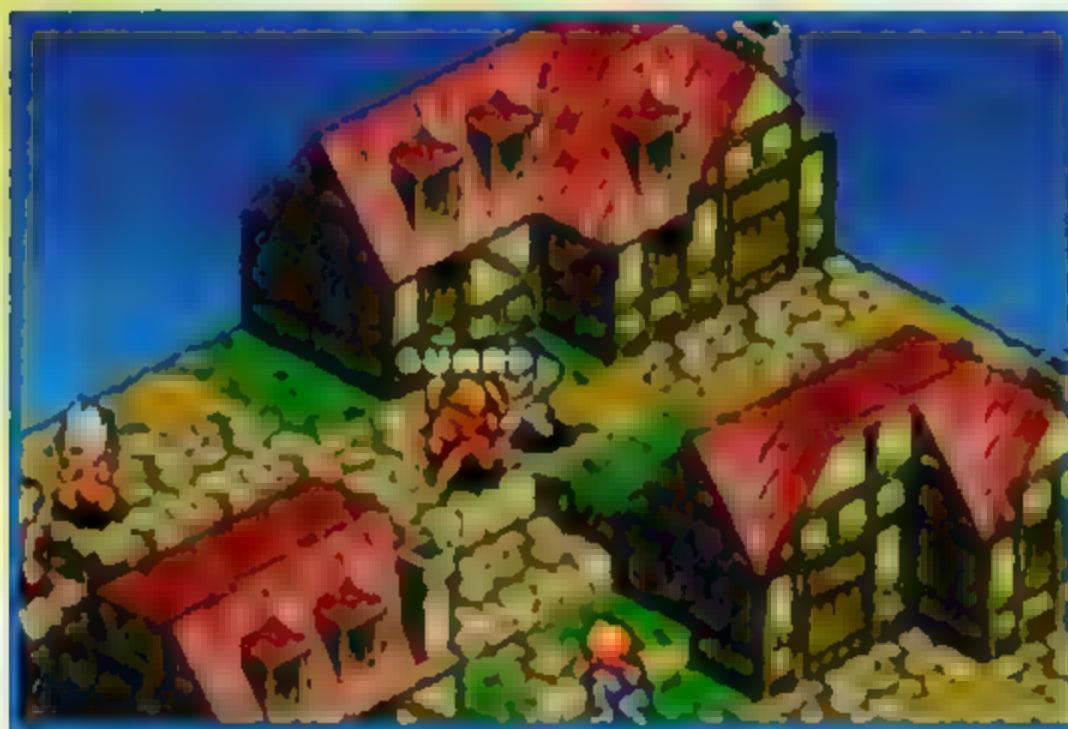
## PLANNING AHEAD

There are several ways for a character to attack the enemy. However, if an enemy is attacked from an adjacent panel, then he/she will most likely counterattack your character. Therefore, it would be wise to strike from a distance, especially when your characters are not very strong. When you are trying to decide on a target, the expected success rate of the attack will be displayed. Though that rate is not always entirely accurate, it will give you some idea of what kind of results to expect. If that information is displayed in blue, it means that your character will be performing an indirect attack and, thus, cannot be counterattacked. When selecting your target and method of attack, be sure to consider all factors that impact the outcome of the battle. Since your playing time does not affect the flow of the game, you have all the time you need to strategically execute your commands during battle. Also remember, you can always press START to suspend the game.



## CHANGE OF LUCK

Characters have individual biorhythms that influence their effectiveness in battle. It is best not to dispatch a character to the field if they are having a bad day and their biorhythms are irregular. Their hit rate and ability to dodge will be affected, and thus, they will not live up to their normal potential. By using the help function (press SELECT), you can obtain more detailed information about each character before entering battle.



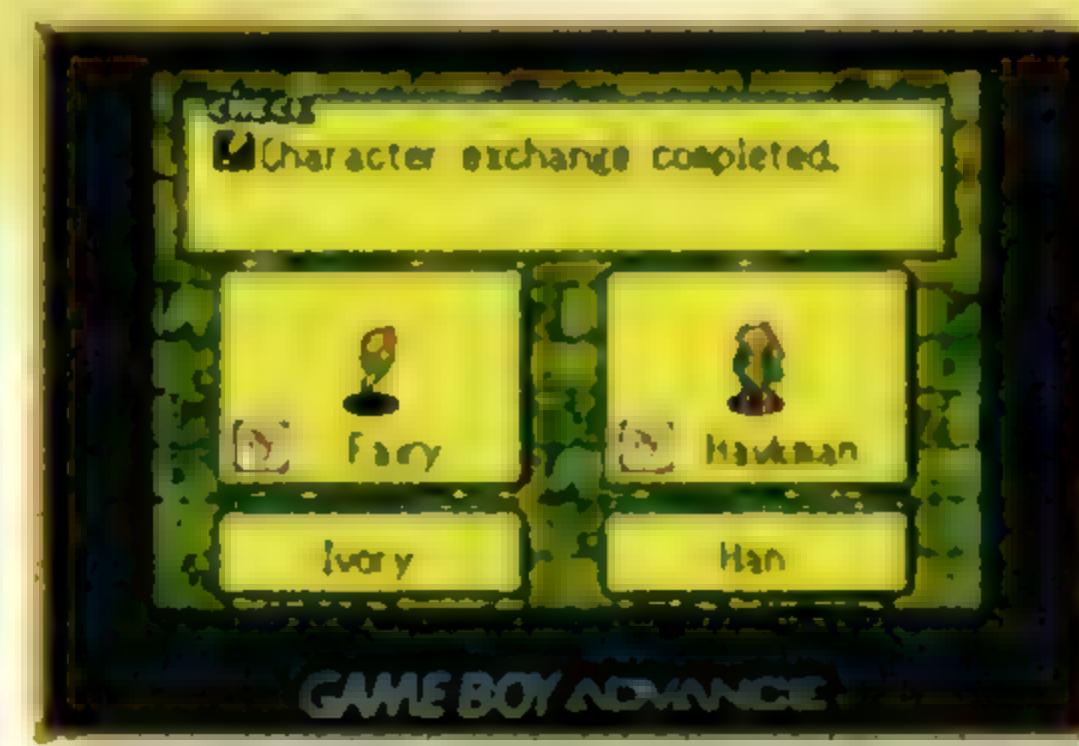
## SELECTING CHARACTERS TO COLLECT ITEMS

After being defeated, enemies sometimes drop treasure bags containing items. You will not know what is in these bags unless you collect and open them. However, if you leave these treasures on the field too long, an enemy might pick them up. In any battle, it is a good idea to include at least one fast character for collecting treasure.



# THE 3 GAME MODES

You may enjoy several different scenarios using your saved data from the central adventure. Select “Quest Mode” from the Title Screen. There are 3 options available. Some of the items that can be obtained in these modes are rare and cannot be obtained in the main game, so playing this mode can be an excellent way to acquire better equipment for your troops. Although no Experience Points will be earned in this mode, items and emblems that are gained will automatically be saved to your troop’s inventory. You can view the items you’ve acquired by returning to the Title Screen, selecting “Continue,” and then viewing the Character List from the Organize option.



## QUEST MODE

Certain areas available in this mode correspond to the books that you find in the main game. By paying a fee and having the appropriate book, you may explore a particular area. When fighting battles in these areas, you can earn special rewards if you can meet the goals that you set for yourself prior to the battles, for instance completing the battle in a certain number of turns. You may attempt to meet these goals as many times as you can afford to pay the fees. Also, remember that usually the greater the challenge you set for yourself, the greater the reward will be if the challenge is met.



## VS MODE

In this mode, two players can battle one another using the Game Link® Cable. In this mode, only 5 characters are dispatched to the field for each team, and some spells are unusable. Even if one of your characters dies in battle, he/she will not be permanently lost. A reward is offered to the victor of each battle.

## EXCHANGE MODE

In Exchange Mode, you may trade items, spellbooks, and characters with another player using the Game Link® Cable. However, certain things cannot be exchanged. There is no cost for using this mode.

# NOTES

NOTES

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1-900-225-5285 24 hours a day, 7 days a week. This call is \$1.25 per minute. Must be at least 18 years old or have parents permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master Tactics Ogre!

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